CENSORSHIP ON AMERICA ONLINE • SURFING THE WORLD WIDE WEB

MONTY PYTHON'S COMPLETE WASTE OF TIME

K49130 JULY 1995

CYBERSURFER™

The Magazine of Entertainment and Technology

#2

STAR TREK: THE NEXT GENERATION
Interactive Technical Manual

INTERACTIVE MOVIES
Blown Away
Flash Traffic
MTV's Club Dead • Hell

SCREEN SAVERS THAT DON'T SUCK!

EXPLORE!
THE USS ENTERPRISE ON CD-ROM

$4.99 U.S./$6.50 CANADA
07
0 71896 49130 2

DOOM II
Add-Ons, Cheats and DOOM Online!

MORE THAN 25 CD-ROMS REVIEWED!

SPORTS: Microsoft Basketball
Front Page Sports: Football '95
ACTION: Wing Commander III
X-Wing Collector's CD-ROM
Earth Siege and more!

FINALLY

A TREKKER'S GUIDE TO CYBERSPACE!

From episode guides to Trek chat to role-playing to picture archives to online conventions to Trek tech to timelines to Voyager—"an amazing amount of information," says Phil Farrand, author of the Nitpicker's Guide series.

@BOOKSTORES.NOW

RANDOM HOUSE ELECTRONIC PUBLISHING
A Michael Wolff Book

Open Letter to the CD-ROM Industry:

As the CD-ROM revolution enters its second wave, there are now hundreds of companies shipping millions of units. It is in recognition of this prominence that we ask the industry to recognize its responsibilities and address its excessive packaging. CD-ROMs and other forms of interactive media are no longer exotic items on the edge of technology, but rather mass household products. This growth will only continue.

It is time for the industry as a whole to reckon with this issue before further expansion makes it even more difficult. Perhaps, one day the distribution of software will be entirely digitized, but currently it involves oversized, unrecycleable paperboard boxes. More often than not the content of the boxes are nothing more than a CD jewel box (or a few floppy disks), a brief instruction booklet and (sometimes) a sturdier cardboard shell. We ask the software industry to do as the record industry did when they did away with the audio-CD longbox.

We understand why the boxes have been oversized. They are the primary form of marketing for the product. This is especially true of smaller companies who do not have sizable advertising budgets. We propose a solution that will take care of the corporate problem of the a software maker trying to reach the public and the societal problem of dwindling landfill space.

An easy way to do this would be to emulate the video-rental industry. The shelves could be stocked with empty boxes. Prospective customers could still check out the same amount of information. When they made their choices they could retrieve their purchases in a less wasteful package, possibly just shrinkwrap. The dummy boxes would stay on store's shelves and continue to reach customers, instead of being thrown away the moment the package was opened.

We ask that software and retail industries get together in order to discuss resolving this problem as soon as possible.

Sincerely,

The Editors of
The CyberSurfer Magazine

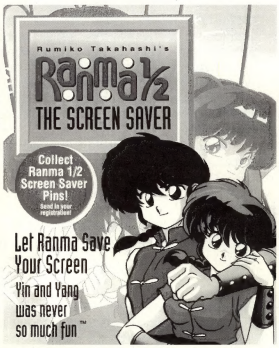
To our readers: If you share such concerns please let your opinions be known. If you remember, the record industry did not act until they had felt public pressure. Below is a list on contact e-mail addresses for the some of the largest software firms. Please forward them this mail message or your own.

LucasArts@AOL.COM
SierraOne@AOL.COM
BBUDTEC1@AOL.COM
ElecArts@AOL.COM
BrklySystm@AOL.COM

Note: Please send a copy of your message to cybrsrfr@pipeline.com. We will give a free subscription to 10 people at random who send us a copy of their e-mail.

Let Ranma Save Your Screen!

Includes over 150 video clips and the Video Jukebox featuring the movies and TV series.



Supports QuickTime

Hybrid CD ROM for Mac & Windows

Software Sculptors 149 Madison Ave Suite 202
New York, NY 10016
Tel: (212) 679-4096 Fax: (212) 679-2322

VIZ VIDEO

editor's page

Welcome to the second issue of The CyberSurfer magazine. For most of you this is the first time you're reading the magazine, so thanks for coming. For those of you who were with us for issue one, thanks for your comments and suggestions; you'll notice some obvious improvements.

This issue brings another chunk of our honest CD-ROM reviews including some of the hottest titles on the market: Wing Commander III, Monty Python's Complete Waste of Time, MTV's Club Dead and Flash Traffic. As you've probably figured out the hard way all ROMs are not created equal and spending $50 on a title doesn't assure that you're buying something worthwhile. (A lot to pay for a pretty box.)

Some of the most highly anticipated games of the season have been disappointments. Flash Traffic and Hell! are perfect examples. Hell! was hyped in the press and in ads as the ultimate interactive movie, and it turns out to be boring as...well hell. Almost every gaming magazine (including ours) had full page ads for Flash Traffic, the 3 disc interactive movie staring no one famous. Turns out the game stinks.

At first I thought it was me. Maybe the hype raised my expectations so much that the products could never live up to them? Maybe I was becoming hardened by all my years of game playing? Maybe I'm just getting too old? Then I realized that couldn't be it. I've become absolutely addicted to some of the games I've played recently. Wing Commander III, Doom II, Tie Fighter and Magic Carpet are all amazing. So is Monty Python's Complete Waste of Time for that matter. Some of these titles were also hyped big time. So why did they turn out so good and the others turn out so bad?

The problem is twofold. The CD-ROM industry has become so huge that any title, put out by any company, can be backed by a decent marketing budget. Secondly, the press is so desperate for news that they will regurgitate any press release they get. Hell! is the perfect example of the media going ga-ga over a product that had no real foundation. Why didn't Wing Commander III or Tie Fighter get the same kind of media attention? Was it because they weren't billed as "Interactive Movies?"

Anyway, read the reviews (or look at the snazzy new IN BRIEF boxes) to get an idea of what is really worth buying and what BYTES.

Peace and look ahead to an even bigger and better issue three...

Jason (cybrsrfr@pipeline.com)

(Thank you to everyone who sent in feedback last issue, and I'm looking forward to everyone's thoughts on our latest effort.)

Business & Editorial Offices:
475 Park Avenue South
New York, NY 10016

President/Publisher
NORMAN JACOBS

Executive Vice President
RITA EISENSTEIN

Associate Publisher
MILBURN SMITH

V.P./Circulation Director
ART SCHULKIN

Creative Director
W.R. MOHALLEY

Editor
JASON McCABE CALACANIS

Assistant Editor
KEVIN WHELAN

Contributing Editors
FRANCIS SCOTT KILROY
KRAIG KUJAWA, LINDA SHARAR

Designer
BRIAN DAVID ALVEY

Assistant Designer
WALTER HJELMAR

Advertising Production
EVAN METCALF

Production Chief
PAUL HALLASY

Financial Director: Joan Baetz
Marketing Director: Frank M. Rosner
Circulation Manager: Maria Damiani
Assistants: Kim Watson, Debbie Irwin, Dee Erwine, Katharine Repole, Jean E. Krevor, Jose Soto.

For Advertising Information:
(212) 689-2830. FAX (212) 889-7933
Advertising Director: Rita Eisenstein
Classified Ads Manager: Tim Clark
For Advertising Sales: The Faust Company, 24050 Madison St. Suite 101, Torrance, CA 90505
(310) 373-9604, (310) 373-8760
Attention: Dick Faust

CyberSurfer is published quarterly by STARLOG GROUP, INC., 475 Park Avenue South, New York, NY 10016. (ISSN 1079-2120) (Canadian GST number: R-124704826) Content is © Copyright 1995 by STARLOG GROUP, INC. All rights reserved. Reprint or reproduction in part or in whole without the publishers' written permission is strictly forbidden. STARLOG GROUP, INC. accepts no responsibility for unsolicited manuscripts, photos or other materials, but if submittals are accompanied by a self-addressed, stamped envelope, they'll be considered and, if necessary, returned. Second class postage pending at New York, NY and additional mailing offices. Subscription rates: $16.97 one year (4 issues) delivered in U.S. only. Canadian and foreign subscriptions $21.97 in U.S. funds only. New subscriptions send directly to STARLOG GROUP, INC., 475 Park Avenue South, New York, NY 10016. Printed in U.S.A.

Subscribe For The Premiere Season!

STAR TREK® VOYAGER™

THE OFFICIAL MAGAZINE

Join us for a very special event— the beginning of a new chapter in the ongoing STAR TREK saga!

The new STAR TREK television series chronicles the adventures of the *U.S.S. Voyager* which finds itself in a distant part of the galaxy along with a former enemy, the Maquis. Together, they must find the way back to Federation space.

Starring Kate Mulgrew as Captain Kathryn Janeway of the *U.S.S. Voyager.*

Premiere Season Subscription
6 Issues — $30

$37 Value for Only $30

Subscribing is like receiving one issue free—plus you have the added convenience of receiving your copies in advance of newsstand delivery. AND your magazines are mailed in protective envelopes directly to your home.

For subscribers Only!

All premiere copies mailed to subscribers will carry a special cover—not available on the newsstands. Don't miss out on this surefire collectible!

NEW SHIPS, NEW CHARACTERS, NEW DESIGNS, NEW DISCOVERIES!

STAR TREK: VOYAGER is a Paramount Network Production for the United Paramount network. The Paramount Television Group is part of the entertainment operations of Viacom Inc.

STAR TREK: VOYAGER

Premiere Season Subscription
6 Issues — $30 (Foreign: $40)

___Please indicate number of subscriptions being ordered. List additional addresses on separate sheet.

Method of Payment:
❑Cash ❑Check ❑Money Order
❑Discover ❑MasterCard ❑Visa

DISCOVER VISA MasterCard

Account No. _____ - _____ - _____ - _____

Card Expiration Date: _____/_____ (Mo./Yr.)

Your Daytime Phone #: (___) _____

Print Name As It Appears On Your Card _____

Street _____

City _____ State _____ Zip _____

Your Signature _____

Total enclosed: $_____

Send cash, check or money order to:
STARLOG GROUP, Inc.
475 PARK AVENUE SOUTH
NEW YORK, NY 10016

IF YOU DO NOT WANT TO CUT OUT COUPON, WE WILL ACCEPT WRITTEN ORDERS. Please allow 4 to 6 weeks for delivery.

The search for more game reviewers continues!

We've had great luck so far.

If you're interested in living the glamorous lifestyle of a CyberSurfer writer, please send us samples, reviews, résumés, bios, photos, ideas, short stories and romantic poetry (not).

Send samples, questions or comments to:

cybrsrfr@pipeline.com

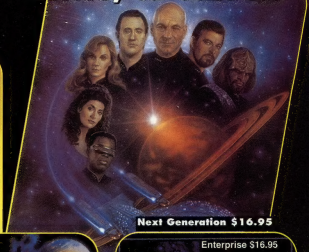
or

The CyberSurfer
c/o Starlog Group
475 Park Avenue South
New York, NY 10016

Ride your computer into orbit with these...

STAR TREK MOUSE PADS

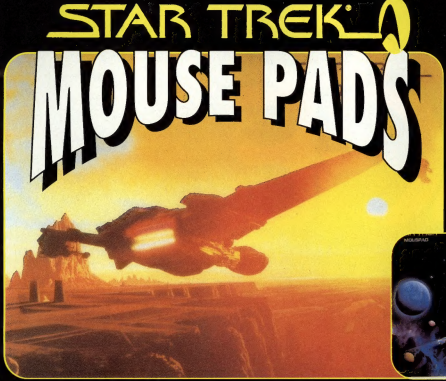
Use at home, the office, in school!



Next Generation $16.95

STAR TREK Movie $16.95

Enterprise $16.95



Klingon Bird of Prey $9.95

Death Star Assault $9.95

Yoda $9.95

Luke & Leia $9.95

Darth Vader $9.95

Millennium Falcon $9.95

STAR WARS MOUSE PADS

Pad size: 11" x 8.5", except STAR TREK Movie, which is 10.5" square.

STAR WARS TM. ® and © Lucasfilm Ltd. 1994.

STAR TREK TM. ® & © 1994 PARAMOUNT PICTURES.

STAR TREK® and STAR WARS® MOUSE PADS

Please indicate quantity of each being ordered.

___NEXT GENERATION $16.95
___STAR TREK Movie $16.95
___Enterprise $16.95
___Klingon Bird of Prey $9.95
___Darth Vader $9.95
___Yoda $9.95
___Millennium Falcon $9.95
___Luke & Leia $9.95
___Death Star Assault $9.95

To cover postage and handling, add $2.50 (Foreign: $7) per pad. Canadian residents add 10% sales tax.

Send cash, check or money order to:
STARLOG PRESS
475 PARK AVENUE SOUTH
NEW YORK, NY 10016

Method of Payment:
❑Cash ❑Check
❑Money Order ❑Discover
❑MasterCard ❑Visa

_ _ _ _ - _ _ _ _ - _ _ _ _ - _ _ _ _

Account No.

Card Expiration Date: __ / __ (Mo./Yr.) Your Daytime Phone #: (____)_____

Print Name As It Appears In Your Card

Street

City State Zip

Your Signature

Total enclosed: $_____

IF YOU DO NOT WANT TO CUT OUT COUPON, WE WILL ACCEPT WRITTEN ORDERS.
Please allow 4 to 6 weeks for delivery.

HOME PAGE

pg. 16

pg. 17

pg. 30

Features

Temple of DOOM II 27
DOOM Wads, Cheat Keys and DOOM Online

Monty Python's Complete Waste of Time 30
What happens when you Pythonize your PC?

Devaluation of the CD-ROM Industry 48
The 5 Ft. 10 Pak spreads your money too thin

America Online 57
AOL's Success and Censorship Online

CyberSurfing the Web 69

pg. 27

pg. 69

Departments

Downloads: Best of Shareware and More 60
Featuring the amazing Heretic and others

Editor's Page 4

GEAR 11

The Scene: BBSs and Online Services 66
The new wave of Excalibur BBSs

Product Index 73

Coming Attractions 74

pg. 56

pg. 21

pg. 50

pg. 34

pg. 54

Screen Savers

A-KO (Japanese Anime) 17
Beavis and Butt-head 16
Dilbert 17
Microsoft Scenes: Hollywood Collection 16

Reference

StarTrek: TNG: Interactive Technical Manual 21

Movies

Ephemeral Films 44
This is Spinal Tap 64

Music

The VidGrid 56

Interactive Movies

Blown Away 18
Flash Traffic 40
Hell! 50
MTV's Club Dead 38

Sports

Front Page Sports Football Pro '95 36
Microsoft Basketball 34

Strategy/Fantasy

Millennium Auction 54
Wolf: Hunt or Be Hunted 52

Action/Arcade

MetalTech's Earth Siege 46
Wing Commander III 42
X-Wing Collector's CD-ROM 24

THE FANTASY ART OF DAVE DORMAN

STAR WARS®

STAR WARS: THE SMUGGLER'S MOON

From the acclaimed comic book series, *Star Wars: Dark Empire,* comes this action-packed image of Han Solo and Princess Leia under seige by bounty hunters led by Boba Fett. Limited edition of 1500 signed and numbered copies. Printed on museum grade archival paper. Print size: 19 x 24" with image area of 15 x 21." $45.00

STAR WARS: DARK EMPIRE II

The sequel to the successful comic series has a triumphant Luke Skywalker, Jedi Knight, back in this powerful image featuring war machines dominating the background. Limited edition of 1500 signed and numbered copies. Printed on museum grade archival paper. Print size: 19 x 24" with image area of 16 x 21." $45.00

® & © 1994 Lucasfilm Ltd. All rights reserved. Used under authorization. Published by Rolling Thunder Graphics.

The Fantasy Art of Dave Dorman

please indicate quantity of each print being ordered.

___ **SW: The Smuggler's Moon** ___ **SW: Dark Empire II**

POSTAGE & HANDLING:
Prints shipped in extra-sturdy mailing tubes. USA $5.00 per print. Foreign $12.00 per print. New York State residents add 8 $^{1}/_{4}$% sales tax. Canadian residents add 10% sales tax.

Send cash, check or money order to:

STARLOG GROUP, INC.
475 Park Avenue South
New York, NY 10016

Method of Payment:
❑ Cash ❑ Check ❑ Money Order
❑ Discover ❑ Mastercard ❑ Visa

Total Enclosed: $_____

_ _ _ _ - _ _ _ _ - _ _ _ _ - _ _ _ _

Account No.

Card Expiration Date __/__ (Mo./Yr.)

Your Daytime Phone # (___)_____

Print Name as it appears on your card

Street

City State Zip

Signature

If you do not want to cut out this coupon, we will accept written orders.
Please allow 4 to 6 weeks for delivery.

GEAR

Star Trek: The Next Generation: Computer Accessory Kit

Brainworks (516) 625-7000

Didja ever get the feeling when you're sitting at your computer that you're just not exploring the final frontier, in fact, that you actually miles from any frontier? Don't worry. It's not you it's your computer. The remedy has arrived from Brainworks in the form of the Star Trek: The Next Generation computer accessory kit. Everything you need to change the dreary old computing you do now to the kind of computing done by the captain of the U.S.S. Enterprise NCC 1701-D is included.

We start off with the NCC 1701-D keyboard. It's just like the one you have, but cooler—built-in wrist rest; flashing lights and the trademarked "Space the Final Frontier" spacebar. Next up is a two button mouse ergonomically designed for "humans and Vulcans" and Federation insignia mouse pad. You also get a monitor mask that transforms the dreary 14" or 15" monitor you have now, into a cool Star Trek style monitor. Lastly, you get a multimedia disk holder perfect for CD-ROMs and 3.5" diskettes. You may even be able to fit your tricorder in it. The only thing missing is the bald wig.

"WordPerfect 6.1...Engage."

"Captain, Minesweeper on screen."

"Lieutenant Worf, tile Windows."

From Brainworks for about $125. You may also be able to get the package as an option on your next computer—just ask.

NETWE@R

800-90N-WEAR
netwear@aol.com

Do you ;) or ?:) or :(or even =:0 ? If so, do you find it hard to leave the warm bosom of the anonymous online community and face the cruelty of the real world—the world where people don't know you as TheDungeonMaster or Satan'sFlamer or even the fact that U R a kewl dood!? Well now when you walk the mean streets you will be recognized as a cybercitizen and also receive baffled stares from civilians. Now you can wear your emoticons on your sleeve. Netwe@r has come out with a line of hats and T-shirts for those people who use symbols to express their emotions.

Yes, emoticons those beloved/beloathed symbols used to express emotion in the text-based world of the net have become the smiley faces of the '90s. For those of you have never seen these or just thought they were typos, when you tilt your head to left they are supposed to represent a face. ;) is a winky face; translated as "get my joke" or "I'd like to sleep with you". :) is a happy face; translated as just kidding. Typical usage: Only a malodorous, sexually frustrated idiot would say that :)

The hats are cotton twill, one-size-fits-all and $17.00. The shirts are 100% pre-shrunk cotton and come in L or XL. Both hats and T-shirts come in :) :(;) :p :* and =:0

Call 800-90N-WEAR or E-mail at netwear@aol.com

NUREALITY 3D SOUND

(718) 760-0921

Tired of that same crappy, two dimensional sound coming from your computer? Well friend now your troubles are over. Nureality introduces the Vivid3D Plus. That's right three dimensions! X, Y, and Z axes. All this from only two speakers. Just plug your speakers into The Vivid3D plus, plug that into your computer and you're ready to go. Surround sound coming at ya' from all directions. Now when take aim at a Tie Bomber or raise your shotgun to one of hell's hordes in DOOM][that satisfying kill will sound like never before. It's like there's extra sound waves in places they ain't been before, ya know? To really get the effect you have to play it loud. So if your parents currently bitch about the racket coming out of your room it may not be for you. It also works on stereo speakers, Sega, Nintendo and other game systems. Around $90. For info call NuReality at 714-442-1080.

CH Products Virtual Pilot Pro & Pro Pedals

619-598-2518

Real pilots, race car drivers and Jedi Knights don't use joysticks, and neither should you. Virtual Pilot and Pro Pedals, by CH Products bring you into the game. This is more than another joystick improvement, these controllers change the way you think, as well as interact with your games. Virtual Pilot is a steering wheel/pilot's yoke for your PC. It has a throttle and eight buttons on its face, two of which, function as mini joysticks (they go left, right, up and down), so you never have to jump between the controller and keyboard. Most importantly—it's got "plunger action." When using flight simulators, you can pull up or dive down by pushing or pulling the wheel in or out of the base. The base attaches to your desk, and is easy to remove for those rare occasions when you want to get some work done. This is important since Virtual Pilot is usually in the way of your keyboard, making it hard to use both at the same time.

Real control freaks will appreciate CH Products Pro Pedals. These pedals work similar to a cars pedals except that they also slide back and forth working like rudders on a plane while using flight simulators Pro Pedals will work with most games, and can be used as an addition to Virtual Pilot, or your joystick. I tested Pro Pedals out on the new NASCAR Racing game by Papyrus. I found myself actually moving on the edge of my seat as accelerated, and slammed on the breaks. You can also use Pro Pedals as an alternative to a joystick or keyboard with games that allow you complete input configuration. Best of all Pro Pedals take up no room on your desk and make a really comfy foot rest when not in use. Virtual Pilot Pro by CH Products retails for $65. Pro Pedals Retails for $140.

CyberMaxx

708-267-0007

Citizens of the 20th century, I have seen the future. A world where the once inconceivable is commonplace, including a AFC team winning Super Bowl LMCXXI. But forget about that, we won't have to wait until then for affordable virtual reality systems. You can have the future right now with the CyberMaxx VR headset. I recently received a demo of this exciting product at J&R Computer World near Manhattan's City Hall. Unlike previous systems which costs tens of thousands of dollars, the CyberMaxx retails for around $699.

This is definitely a cool item! You plug a few cables into the ports of your computer, slip on the headset (which has built in headphones) and away you go—immersed in the world of, for example, Doom II on which I received the demo. The real world slips away and you enter the world of PC's screen. You control the movement merely by moving your head. Tilt forward and start racing straight ahead. Need to slow up just tilt back. As you turn your head left or right your whole field of vision changes with you. This presented problems if you are actually intent on playing a game. To keep turning left you would have to keep turning around, so in order to keep your hand on the keyboard (in order to fire) requires being a gymnast and a contortionist. Other drawbacks include washed-out colors and a half hour limit before motion sickness sets in.

All in all it's a great experience though. You can be standing still and feel like your running full speed. The world comes rushing towards you at an intense, dizzying speed. If you decide to slow down you really get the feeling you are floating though a digitized universe.

I had a whole helluva lot of fun with this. There are kinks that need to be worked out, but this is still one of the most exciting digital developments in recent memory. When games start to be designed to take advantage of this system—watch out!

If you want to see your Gear in CyberSurfer—send it to us!

Send your products and press kits to:

Kevin Whelan, Assistant Editor
The CyberSurfer c/o Starlog Group
475 Park Avenue South
New York, NY 10016

Interstellar Adventure at its grittiest and most realistic!

STAR TREK®

DEEP SPACE NINE™

Four issues, chronicling the third season of **DEEP SPACE NINE**, the on-going **STAR TREK** saga! Action-packed with interviews, both with stars and the behind-the-scenes creators, writers, designers and directors. Complete episode synopses, plus giant-size foldout pinups. Dozens of color photos, 68 pages!

Relive the Adventures of the First and Second Seasons in These Back Issues!

ISSUE #1
Premiere issue—
Gold cover! Interviews: Co-creator Rick Berman, makeup wizard Michael Westmore, director David Carson. "Emissary" synopsis. Posters: Colm Meaney, Avery Brooks, Siddig El Fadil, the cast. $10.

ISSUE #2
Interviews: Brooks, Nana Visitor, Terry Farrell, Armin Shimerman, El Fadil. Posters: Farrell, Rene Auberjonois, Visitor, Armin Shimerman. $7

ISSUE #3
Interviews: Co-creator Michael Piller, designer Herman Zimmerman, director Paul Lynch. Synopses from "Past Prologue" to "Q-Less." $7

ISSUE #4
All-synopsis issue, completing first season, from "Dax" to "In the Hands of the Prophets." $7

ISSUE #5
Interviews: Meaney, Auberjonois, Cirroc Lofton. Four Synopses. Posters: Visitor, Farrell, Marc Alaimo, El Fadil. $7

ISSUE #6
Ferengi Special! Interviews: Max Grodénchik, Aron Eisenberg, Alaimo. Synopses. Posters: Auberjonois, Shimerman, Wallace Shawn, Daphne Ashbrook. $7

ISSUE #7
All synopsis issue, "Rules of Acquisition" to "Paradise." Posters: Visitor, Auberjonois, El Fadil and the cast. $7

ISSUE #8
Interviews: Writer Fred Rappaport. Synopses. Posters: Meaney, Brooks, Farrell, Shimerman. *Available: July.* $7

™, ® & © 1994 Paramount Pictures. All rights reserved. STAR TREK and related marks are trademarks of Paramount Pictures. Starlog authorized user.

STAR TREK: DEEP SPACE NINE

Please indicate quantity being ordered.

___**3rd Season Subscription $25**
(4 Issues. Note: Issue **#9**, your first third-season issue, will be sent to you in October 1994)

Back Issues:

___Issue **#1** $10 ___Issue **#2** $7 ___Issue **#3** $7
___Issue **#4** $7 ___Issue **#5** $7 ___Issue **#6** $7
___Issue **#7** $7 ___Issue **#8** $7

POSTAGE & HANDLING for BACK ISSUES
1st magazine: $2. Up to 5: $3. 6 or more: $5. FOREIGN: $4. per magazine. CANADA Canadian residents add 10% tax.

Method of Payment:
☐Cash ☐Check
☐Money Order
☐Discover ☐Master Card
☐Visa

Send cash, check or money order to:
STARLOG PRESS
475 PARK AVENUE SOUTH
NEW YORK, NY 10016

_____ - _ _ _ _ - _ _ _ _ - _ _ _ _
Account No.

Card Expiration Date:___/___ (Mo./Yr.)

Your Daytime Phone #: (____) _____

Print Name As It Appears On Your Card

Street

City State Zip

Signature

Total enclosed: $_____

IF YOU DO NOT WANT TO CUT OUT COUPON, WE WILL ACCEPT WRITTEN ORDERS. Please allow 4 to 6 weeks for delivery.

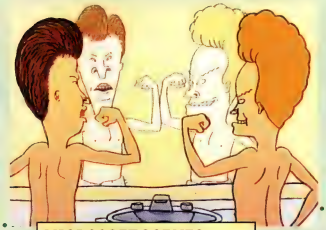
BEAVIS AND BUTT-HEAD

It has over 80 video clips, 75 sound effects and 4 lame music videos. You get everything you need to make your computer the ultimate bastion of bad taste and idiocy. It's the **Beavis and Butt-Head Screen Saver**—and it's pretty much the same old crap that you have already seen on **MTV** a million times, repackaged for your enjoyment (but who's complaining). Luckily, the crap is extremely amusing and if you like the idea of walking way from your computer and returning to hear two morons laughing, then this disk is for you.

The disk features some of the funniest segments from the show's past three years. You can manipulate the way in which the screen saver uses the images, by telling the computer what order to run the clips in and which segments to leave out. This comes in particularly handy if, like me, you just don't understand the appeal of **Prong**, who have two of the four videos.

Possibly the coolest feature is the large amount of sound files that you can use on you PC. I'm particularly fond of having the Beavis and Butt-Head theme song play when I enter Windows. You also get a bunch of classic touching moments from Beavis and Butt-Head's history for use as wallpaper (heh, heh—he said touching).

Installation and customization are so simple that even a no attention span 14 year old idiot who watches TV all day could figure out his way around this program. Plug in the Beavis and Butt-Head screen saver; get distracted and prepare yourself for a minimum wage life. •



MICROSOFT SCENES: HOLLYWOOD COLLECTION

The glamour of Old Hollywood is heading for your PC. From **Microsoft's Scenes** series comes the Hollywood Collection which is a screen saver starring publicity photos of filmdom's most famous faces.

There are 40 photos in all. Featured stars include Jimmy Stewart, James Cagney, Lauren Bacall, Elizabeth Taylor, Clark Gable and Ingrid Bergman. Comedians include Charlie Chaplin, Abbott and Costello, The Marx Brothers, W.C. Fields and Mae West. Directors featured are Chaplin, Orson Welles and Alfred Hitchcock.

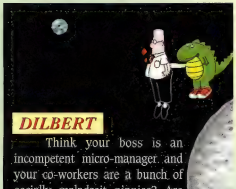
The photography is amazing. It's that glorious black and white that makes its subjects seem to glow. There are portraits of Marlene Dietricht and Greta Garbo that are absolutely breathtaking.

Some stars merit two separate photos, such as, W.C. Fields, Bette Davis, Rudolph Valentino, Mary Astor (why?), James Dean and Humphrey Bogart. There's a great shot of Bogart holding two .45 automatics.

There are some odd choices. There's no Marilyn Monroe, but there's the Andrew Sisters and Carmen Miranda. Do the people who are old enough to remember Lillian Gish own computers?

The way it works is pretty simple. The screen saver will show each photo for a minute (or however many minutes you choose) and then switch to the next one. Basically there's going to be a still photo of an actor on your screen. Every couple of minutes it changes. You can choose a feature that identifies the subject. The wallpaper feature allows you to choose your favorite photo for constant viewing and add a (very) brief biography.

You can also mingle with the stars by adding your own photos. On all of Microsoft's Scenes you can send them your snapshots to be digitized and they will send back a disk you can install on your machine. You can also mix and match different collections. •



DILBERT

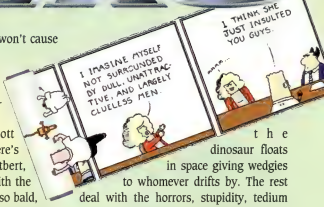
Think your boss is an incompetent micro-manager and your co-workers are a bunch of socially maladroit ninnies? Are you too timid or financially insecure to tell them about it? Are you being held hostage by the latest workplace fad implemented by a petty tyrant devoid of any convictions except about his stock options? Are you sitting in a tiny cubicle wondering how a necktie works? Well then do I have a screen saver for you.

From **Delrina** comes the **Dilbert Screen Saver**. America's premier cartoon computer nerd allows you to, as it says on the box, "mock the idiots around you." And in true Dilbert fashion you can do it a way that is socially acceptable and won't cause any waves.

You don't know **Dilbert**? Well aside from being in daily syndication in over 200 newspapers, he's also online.

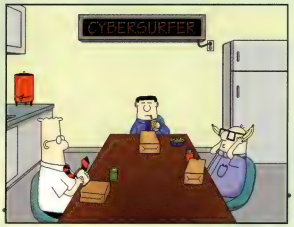
All your favorite Scott Adams characters are here. There's Dilbert (natch), Dogbert, Ratbert, that bald guy, the other guy with the hair, that other guy who is not so bald, the curly-haired gal and a dinosaur named Bob.

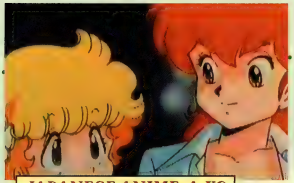
There are 16 modules in all. My favorites include: the best of Dilbert in which Dilbert rolls out particularly choice episodes of the daily strip; secretary with a crossbow which is pretty self explanatory; and the two that take place in outer space—in one Dilbert gets sucked through his computer and flies through cyberspace occasionally colliding with a one or a zero. In the other Bob



the dinosaur floats in space giving wedgies to whomever drifts by. The rest deal with the horrors, stupidity, tedium and poor table manners found in the modern workplace.

Buy this screen saver and mock authority! Please, do it politely. ●





JAPANESE ANIME: A-KO

Those familiar with the Japanese style of animation known as "Anime" know that the A-KO series is among the best of the genre. You can find it on the shelves of better video stores. Anyone who thinks of Voltron, the Mighty Morphing Power Rangers or Godzilla when the words Japanese and entertainment are put together will be pleasantly surprised by what they will find on this disk. The A-KO screen saver features muscle boys and women with giant eyes and enormous breasts, usually of Eurasian background, who overcome overwhelming odds with a combination of supernatural powers, robotics and sometimes just pure determination.

The A-KO CD-ROM for your MAC or PC contains over 150 film clips, and a video juke box which has music videos from the series soundtrack. The program loads ten of the best clips on your hard drive and takes up over 4 Mb of disk space, you can also leave the CD in and run over 64 MB worth of scenes. The interface is easy to use, allowing users a good degree of configurability—although it doesn't support OLE.

The video juke box contains five videos, two of which are instrumentals. The other three videos are sung in English, and sound as if they were written by a new wave band from the early eighties. This isn't half as bad as it sounds, because it adds a bit of camp value to the disk as a whole. (For those of you wondering, yes most of Japanese popular music is stuck the early eighties—despite what fans of Shonen Knife and the Boredoms say.)

The images contained in the A-KO screen saver range from titillation to slapstick to extreme violence. The characters from A-KO live in a world where bikini clad flying women with laser rifles are commonplace. After all, what can be better than hearing your computer scream at you in Japanese? ●

BLOWN AWAY

twisted logic, twisted games, twisted villain

by KEVIN WHELAN

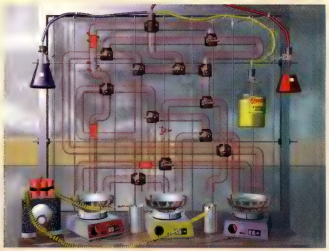
Did you ever buy the soundtrack to a movie you hated or never even saw? Well now you can do the same with computer software. IVI Publishing, Imagination Pilots and MGM Interactive bring you Blown Away: The Interactive Game. For those of you who don't remember the movie, it's OK. We forgive you. It wasn't in theaters long enough to be remembered. It was last summer's mad bomber movie that was not Speed. This was the one with Jeff Bridges and Tommy Lee Jones.

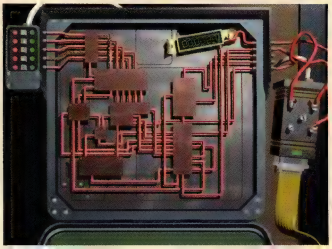
Blown Away bills itself as "The Interactive Game" which is accurate and clever because it's not really a movie and is more than just a game. Basically, Blown Away uses its story as a thread to connect the separate puzzles. The story also draws you in and adds drama and suspense to the puzzles. Either you solve them or get blown away.

Blown Away is a puzzle lover's dream. There are 24 puzzles in all ranging in difficulty from somewhat easy to absolutely maddening. This is a game you play with one hand on your mouse and one hand holding the instructions. There are all kinds of puzzles—mazes, word games, math and logic tests. More than a few are familiar. There's one that's like the game show Concentration. You have to find the matching numbers behind 16 doors, but you can only 2 open at a time. One is similar to Simon, that old game where you have to follow the blinking lights and sounds while matching your memory against the machine's. My favorite is a computerized version of that wooden maze where you have to maneuver a marble through the labyrinth without it falling into one of the holes. The

After examining each room for clues, you have to solve a puzzle.

Some are fun—others are fiendish.





While they have done a good job integrating the video and the animation—you always come back to the puzzles.

And the clock is always ticking.

disc kind of resembles a museum of puzzles.

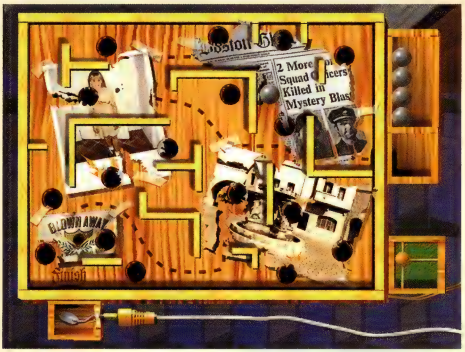
There is a practice option where you can concentrate on the individual puzzles without having to go through the story part. This feature is most handy, because you will not be able to solve most of the puzzles on the first try.

The technical elements of Blown Away are really good. There is true full-screen video. The sound design, which includes part of the movie's soundtrack, is excellent. Video and animation are blended in a way that is almost seamless. The engine of the game is similar to MYST, in that during the interactive parts you can move left, right or forward, but through a series of stills rather than continuous movement. The animated places you search are well drawn.

The acting in Blown Away is surprisingly good. The guy they got for the Tommy Lee Jones part even kind of looks like him. Jimmie F. Skaggs plays Justus, a terrorist who knows about your IRA past and has come back to settle a grudge. He is excellent as the bomber—very creepy and annoying. Even when they dress him up in silly costumes and make him say bad puns he is still effective. You get the feeling that if he could leap out of your computer and do you harm he would. Janna Michaels also stands out as Lizzie, your daughter. You really get the feeling she is in danger and want to do whatever it takes to save her.

The conceit of the game is that no matter where you go Justus has been there first and has set a trap for you. If you don't figure out the trap, you go kablooey! Part of this conceit is that there is always some type of video screen there so Justus can pop up and taunt you. You find out he has kidnapped and is holding hostage, your daughter, your mentor on the bomb squad, your best friend on the force and a

Remember those old marble mazes? They're back and they're rigged to blow.



The xylophone matches your memory against the computer's.

TV news reporter with whom you have been working. He is also planning to sabotage the July Fourth opening of the Presidential Museum. In short, he's been busy and you have your work cut out for you.

The game opens with you, "hotshot bomb expert Jimmy Dove," arriving on the scene to defuse a bomb. It doesn't go well and the next thing you know there is a nurse standing over you telling you about your memory loss. You have to escape from the hospital and track down Justus before he blows up your loved ones and maybe half of the city. At each stage of the game you have to solve a puzzle to continue. If you do this before the timer runs out, the bomb goes off. Sometimes you survive this explosions, but the hostages do not.

The elaborate story is simply a framework for the puzzles. All are challenging, but some are impossible. This is a game for the persistent. You will become very familiar with the voice on the hint hotline because you will probably be calling it often. Unfortunately, it only tells you what you already know and is not very helpful. The downside to this game is that I'll bet many people get too frustrated towards the end and give up. I'd recommend saving games often because some solutions stay the same and are boring to repeat. If you get stuck on a puzzle, you can still play the other ones because of the practice feature.

If you are up for a challenge I'd recommend Blown Away. It is well-designed and entertaining. It can also make feel you like an idiot at times. ●

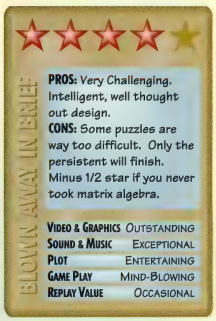
Manufacturer Recommended System Requirements:

- 486SX 33MHz
- 8 MB of RAM
- 5 MB free disk space
- Windows 3.1
- Super VGA
- CD-ROM drive
- Sound Board
- Joystick or Mouse

Publisher	IVI Publishing, Inc
Phone	800-754-1725
Street Price	$49.95

Blown Away Tips & Tricks

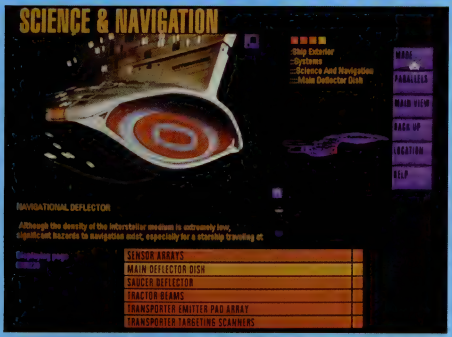
- The hospital room can be opened by 276, 961, 458
- Only play one game at a time on video poker because it tells you what to look for. The solutions in video poker are, from left to right, something you can open, something you can play with and a woman.
- There is a booby trap in the living room. It is shaped something like a form of ammunition.
- Keep clicking on the tracing paper for more clues.
- Write down which way the arrows point in the lab.
- In the grid game (where the floor is covered with playing cards watch the opening sequence carefully. You have to retrace the pattern of the flipping cards. You cannot move diagonally.
- In the intelligence puzzle the middle word has multiple meanings. So it is a synonym of both the first and third word.
- The 4x4 puzzle is a killer. The constants is 34. Try working with pairs that add to 17 such as 16+1 and 8+9.
- Once you have filled in the columns using two pairs of "17" you have to arrange the rows using one pair adding to 16 and one adding to 18. For instance: 16, 2, 1, 15.
- Now using these blocks of four figure out the diagonal. Baffling.
- The 1-3-5-7 puzzle is another stumper. You want to end up with an even number of switches for you and an odd number for him. Easier said than done. You want to try to keep your options open by keeping a switch in all four panels for as long as possible. Good luck, because he rarely makes a mistake!

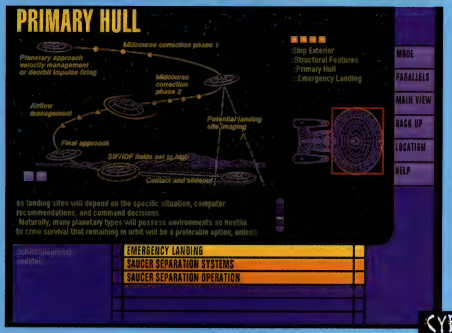


STAR TREK®
THE NEXT GENERATION®
INTERACTIVE
TECHNICAL MANUAL

Everything you need to know about the NCC 1701-D.

by KRAIG KUJAWA





A lot of Star Trek related software has come and gone. Each one has let the user explore numerous new worlds and new civilizations, but ironically, none of it allowed much movement within the popular ship itself. The Star Trek: The Next Generation Technical Manual breaks this pattern and liberates Star Trek fans to check out the boldest of final frontiers—the Enterprise itself.

ST:TNG: The Interactive Technical Manual is best described as an interactive book. Although there is plenty of full-motion video, sounds and pictures, there is a greater amount of text, diagrams and even an index. The software's point-and-click interface is intuitive and well laid out, resembling the colorful computer screens that are so prevalent aboard the NCC 1701-D. Majel Roddenberry's voice is even used for the computer (as it is in the TV series), adding to the feel that you are linked into an actual Federation computer.

WHEN YOU HAVE TO BOLDLY GO...

Although the manual will allow you to explore all of the key points of interest inside and outside the Enterprise (including some trivial ones), you cannot roam and explore everywhere in the ship. Because this software utilizes video shot from the actual sets of ST:TNG at Paramount Studios, movement within the ship can be annoyingly limited. You can travel

Star Trek Software Timeline

1982 — Vectrex Game: Star Trek

A first person perspective of the Enterprise in which you navigate vector backgrounds and blast nasty Klingon ships. (GE)

1983 — Star Trek Arcade Game

An arcade game brought out in the early 80's where you must destroy hordes of Klingons. (SEGA)

1984 — Star Trek: Kobayshi Alternative

Remember the Kobayashi Maru test at the beginning of Star Trek II? In this text adventure, you must pass the test that replaces it, the Kobayashi Alternative. (Simon & Schuster)

1985 — Star Trek: Promethean Prophecy

Kirk and Company almost starve to death when their food replicators go haywire. Another one of the text-only Star Trek adventures. (Simon & Schuster)

1987 — Star Trek: The Rebel Universe

An action/adventure in which the Enterprise must stop the Klingon PSI Transmitter. (Firebird Software)

1990 — Star Trek: First Contact

It's Kirk versus the Klingons in a race to establish first contact with a newly discovered alien species. (Simon & Schuster)

1990 — Star Trek V

A collection of action-oriented games based on perhaps the worst Star Trek movie of all. (Mindscape)

1992 — Star Trek Screen Saver for Windows

Is there anything better than having Captain Kirk preventing screen burn-in on your favorite monitor? (Berkeley)

1993 — Star Trek: Judgment Rites

Star Trek game consisting of 8 different episodes utilizing action and adventure elements. (Interplay)

1994 — Star Trek: 25th Anniversary

Available on both disk and CD-ROM format, 25th Anniversary combines both action and adventure elements. (Interplay)

1994 — The Next Generation Technical Manual

Interactive tour of the Enterprise using QuickTime VR for Macintosh and Windows. (Simon & Schuster)

1994 — The Next Generation: Star Date

Personal manager consisting of calendar, address book and backgrounds from The Next Generation. (Berkeley)

1994 — Star Trek Screen Pasters

Garden-variety Windows wallpaper. (?)

1995 — The Next Generation: A Final Unity

This will probably be the Star Trek game by which all others are judged. The entire cast of the now-defunct TV series will reprise their roles on the computer screen. (Spectrum Holobyte)

1995 — Voyager Technical Manual

One more Star Trek spaceship to explore on CD-ROM. (Simon & Schuster)

1995 — Star Trek: Generations

Spectrum Holobyte's next Star Trek project after Final Unity. (Spectrum Holobyte)

1995 — Deep Space Nine: The Hunt

Use one of four non-cast members to solve a murder mystery aboard DS-9. (Paramount)

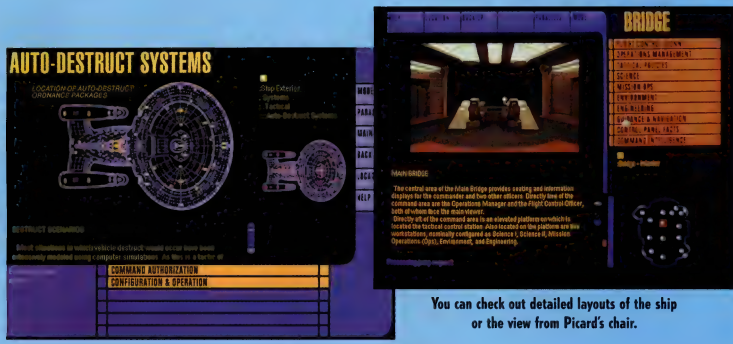
1995 — Star Trek: Starfleet Academy

A Nintendo game with over 20 missions including the Kobayashi Maru conflict, the Balance of Terror, the Wrath of Khan and the Undiscovered Country. Features high-speed 3-D polygon graphics and a head-to-head two-player mode. (Interplay)

from point A to point B in a short, monotonous video clip, but you cannot stop and take a look at the mysterious, never-seen Enterprise rest rooms along the way.

Set your coordinates for fun. Once you arrive at your destination, the fun begins. By taking advantage of Apple's new QuickTime VR technology, over 15,000 pictures were spliced together to create a sort of virtual environment. This virtual environment allows the user to view all 360 degrees and even look up and down in real time from several preset positions within each room. If you find something of interest, like perhaps a phaser or a tricorder, you can usually click on it to examine the object in question more closely. Unfortunately, the Interactive Technical Manual takes a "look, but don't touch" approach. The only thing you can do is view the objects and displays and get a substantial amount of information on them. Tinkering isn't allowed. You can, for example, look at a phaser and learn how to set it to stun, but you can't put your newly-found knowledge to work and shoot someone. Although it is just a technical manual, more action would have been appreciated.

A lot of work went into this software to make the search for topics and information painless for users. There is an excellent index that can be accessed at any time, and a diagram that shows the most recent places that you have visited. Within the diagram are buttons that the user may push to jump back to a previous point of interest. At any time you can pull up a location menu and jump immediately to any of the main locations of the Enterprise. These loca-



You can check out detailed layouts of the ship or the view from Picard's chair.

tions include mainstays such as the Transporter Room, Bridge or even Counselor Troi's room (of primary interest for some people, perhaps). If you feel lazy, and don't like going through the torturous physical exertion created by clicking a mouse button, you can let the computer do all of the work for you. An automated tour narrated by William Frakes (Commander Riker) will take you to all of the main locations of the Enterprise. When you arrive at each destination, the screen scans the whole room for you to enjoy while Riker describes the purpose of the room and some of the interesting things in it. Although the tour is nice to see once, after its initial run, you probably won't use it again. For the die hard Trekkies [or Trekkers, if you prefer] the absolute glut of information contained in the Interactive Technical Manual will be the biggest draw.

Techno-Babylon. Although the software has plenty of fluff and graphics, the information side of this program is not neglected. There are pages and pages of text on some topics, and a couple of paragraphs on even the smallest of subjects. You can learn about the management system, and where it's located, or you can look at every model of the past and future Enterprises, complete with diagrams. All of the famous techno babble of the TV series carries over to the manual.

This type of program could only be done on a CD-ROM, but because of the format, the software runs slow at times with a double-spin CD-ROM drive. It was somewhat of a hassle to install and get running on Windows which is required. It takes a large amount of RAM (8 MB recommended) and it could take some customization of Windows to work. If you don't have enough RAM, weird things will happen, such as the speech will be missing or the video segments won't run. Some users will be forced to use virtual memory—slowing the program down even more.

Although ST:TNG: The Interactive Technical Manual has a few flaws and shortcomings, it is a great use of this new medium. This software is a must for Star Trek fans and the slick video and interface might even interest people who are just casual viewers of the series. A little more interaction ability with things in the ship would have been nice, but there are still enough things to look at, read and do. The QuickTime VR segments are really something to marvel at and I can't wait to see what improvements are made in the Voyager Technical Manual when it arrives. ●

Manufacturer Recommended System Requirements:

- Double Speed CD-ROM drive
- PC: 386SX 33MHz
  8 MB of RAM; Windows 3.1
  Sound Board
- Mac: LC III, Performa 460 min.
  5 MB of RAM (8 MB for VR)
  System 7.0.1 or better
  256 color monitor

Publisher	Simon & Schuster Interactive
Phone	800-983-5333
Street Price	$49.95

ST:TNG: TECHNICAL MANUAL

PROS: Great video using Apple's QuickTime VR technology. Voices add a nice touch.

KHANS: Cannot explore the entire ship. Interaction is a little too limited in some spots.

Sound & Music	Exceptional
Video & Graphics	Outstanding
Scope	Comprehensive
Interface	Effective
Replay Value	Frequent

X WING

COLLECTOR'S CD-ROM

by F. Scott Kilroy

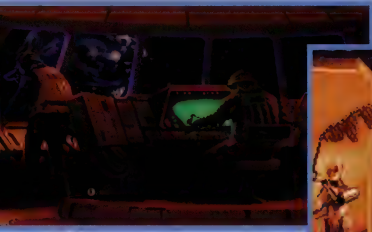
This update of the now classic game, X-Wing, once again proves that the creative minds at LucasArts are at the forefront of the battle against mediocrity. The Star Wars-based pilot games offer more thrills than other flight simulators because they take place in an imaginary environment that doesn't always have to compete with the players preconceived notions of realistic space flight. No one playing X-Wing expects a recreation of the moon landing. Other flight simulators have to satisfy the player's expectations of what combat flying is really like.

More than just a SIM, X-Wing makes you feel like you are the star of your own Star Wars film.

Use the force, Scott. By using the Star Wars films as a backdrop, the creators of X-Wing have the ability to bring the player into a world in which he or she is already familiar, but has never had the chance to touch. The story line has already been etched into the public's consciousness for close to twenty years. X-Wing allows people to access that part of their consciousness. After a half an hour playing X-Wing I didn't feel like Luke Skywalker, I felt like I did when I was eight—throwing the Kenner die cast models around my back yard.

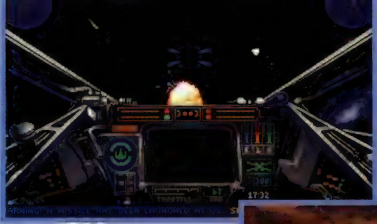
X-Wing follows the plot (more or less) of the Star Wars trilogy. In the game you play a pilot who is assigned missions that are happening at the same time as the events of any one of the three movies. You do not enter the story line of the films, rather your actions decide whether or not the plots of the movies take place. For example, helping one of the Empire's ships to defect gives the Alliance information about the construction of the Death Star. Because of the way in which the game is plotted, I never felt that I was in competition with the film's main characters. I was the star of my own Stars Wars film.

After registering your name with security, the first thing you will want to do is check out the Tech Room. It has information on the types of ships you will be flying and fighting against during the game. Actually, the Tech room doesn't give you any information that will greatly help you in combat, but is still interesting. The Tech Room is essential to those of you who pride yourself on knowing such crucial information as the name and model number of the Millennium Falcon. It's the atten-



You have the ability to choose an easier version of some of the more impossible missions.

tion to small details such as this, that makes the game more involving, and is the difference between creating a computer "game" and creating a computer "world."

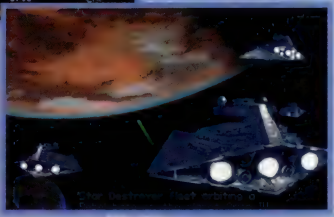


You will have already analyzed, to a certain extent, each ship's strengths and weaknesses.

Before you enter the actual missions, you will want to sharpen your skills in the Maze and Historical Combat simulator. The Maze is a place where you can get a feel for the different ships you will pilot over the course of the game. The best aspect of the Maze is that it allows you to test different ships in the same situations. This is a huge help during the missions, because you will have already analyzed, to a certain extent, each ship's strengths and weaknesses. For example the Y-wing is extremely slow, and has the least amount of maneuverability, of any of the Alliance ships, however nothing can mach its long range targeting accuracy.

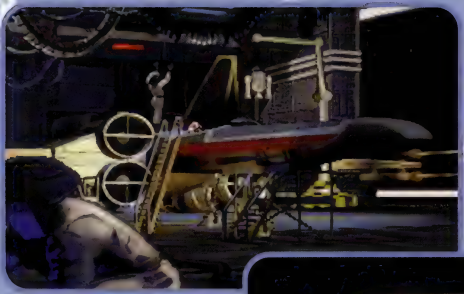
Careful, Jedi in training. Historical Combat consists of mini-missions, some of which are quite challenging. The missions have been created with a back story, in order to give you a better understanding of the objectives. Each mission is also based on sharpening one skill, such as, targeting, or energy rationing (which you don't have to worry about when playing Tie Fighter).

Once you get through all of the above you can start your tour of duty. X-Wing comes with 20 tours of duty, each of which gets broken down into missions. Some of the missions are next to impossible. With this new version of X-Wing comes the ability to chose an easier version of some of the more impossible missions. This is an important option to have, and it makes the game more enjoyable for those people who don't have the necessary time to devote to mastering this game. It's also useful because you can play the easier version to get a feel for the mission, then go back and play the classic version when you feel up to the challenge. This is an extremely useful addition because, although most gamers won't admit it, this game is really hard.



The interaction that the player has with X-Wing is incredible. You have complete control of the ship. This also means that you have to do a lot just to stay alive. At times I discovered myself overwhelmed by the amount of problems that I was forced to solve simultaneously.

I cannot imagine anyone being disappointed with this game.



The X-Wing Collector's CD-ROM comes with 24 separate tours of duty.

For instance, on one occasion I found that I needed to reconfigure my shields, give orders to a wingman, oversee my power distribution, all while attempting to guard a freighter from Tie bombers and keep myself from getting killed. I started to feel that it would be nice if X-Wing came with a co-pilot option, so I could concentrate on loftier goals, such as blowing Tie Fighters back to the stone age.

Of course, X-Wing gives you plenty of chances to burn off any aggression that is floating around your head. Overthrowing an intergalactic empire requires a heavy body count. Once I got involved in the game I found myself going after Tie Fighters when I had already completed the goals of the mission and could have returned to base. I just liked seeing the Fighters break apart when I delivered that final shot.

Lights. Camera. Action. When you have accomplished something cool like this, you might like to replay those events. X-Wing comes with the ability to film parts of your mission. You can then play back your finest moments. This feature reminds you that before any of his other accomplishments, George Lucas was a film maker. Not only does X-Wing allow you to enter the Star Wars universe as an active participant, it also lets you make your own movie.

Overall, The X-Wing collectors CD-ROM, like most of the LucasArts line, is well thought-out and extremely challenging. Even so, I didn't realize, as I opened the package, how much of a commitment this game would ask of me. At points I did nothing but play X-Wing for hours on end. I ignored every pressing task, including the deadline for the article you are now reading. I cannot imagine anyone being disappointed with this game. X-Wing is, at times, overwhelming but if you are looking for a game that really pushes you to the limit, then you can't ignore the call to join the Alliance. •

Manufacturer Recommended System Requirements:

- 386SX 33MHz (486 Rec'd)
- 1 MB EMS Required
- 15 MB free disk space
- DOS 5.0; 256 Color VGA
- MPC Level 1 CD-ROM drive
- Sound Board
- Joystick Required

Publisher	LucasArts
Phone	415-721-3333
E-Mail	lucasarts@aol.com
Street Price	$49.95

X-Wing CD-ROM in Brief

★★★★½

Pros: More control of the ships than in Tie Fighter. Easy level option. Plenty of missions and cut scenes.
Cons: May not be worth buying if you already own the original version of X-Wing.

Sound & Music	Exceptional
Video & Graphics	Outstanding
Game Play	Explosive
Difficulty	Challenging
Replay Value	Addictive

TEMPLE of DOOM II

WADs, Cheat Codes and DOOM Online

by JASON McCABE

Solved Doom in one weekend? Has Doom II lost its gory charm? Carpal-tunnel syndrome gone into remission? Post-Doom-induced-stress-disorder cured? No problem—crank up your modem, take a Dramamine, download one of these free Doom WADs and burn off some stress (newbie note: WADs are custom Doom add-on files).

The fine people over at id Software were kind enough to leave their game open to be hacked by anyone smart enough (and who has enough time) to build additional levels. A brilliant idea, which no other major game vendor has done. The only catch is that you need to have a registered version of Doom or Doom II to use one of these add-ons (so spend the $40 and pay for the best computer game in a decade—no big whoop).

The Aliens WAD file includes a new opening splash screen, new weapons and, of course, tons of acid-filled Aliens looking to rip out your guts. The user display is redone in a funky, but slightly less readable fashion. It doesn't really affect the game, but it is a nice change of pace. Undoubtedly, the coolest feature of this add-on is that the Aliens can cling and run (!) on the ceiling. Way cool.

All of the weapons have been given a facelift—including the rocket launcher which looks just like the grenade launcher from the movie. There is even a blow torch with a pilot light that flickers when it's not being used. My favorite strategy is setting the game at the Hurt Me Plenty level and using the Very Happy Ammo cheat (see page 29 for a list of Doom cheats). Huge

DOOM editors allow you to create your own DOOM levels, such as the Barney DOOM.

amounts of Alien parts and green blood everywhere!

And for the light-hearted comes the Barney Doom WAD. In this WAD you get to blow away the big purple dinosaur while you hum along to the "I Love You, You Love Me" song. The Energizer Bunny and a floating PAC-Man are thrown in to add to the gore-fest. Shooting the Energizer Bunny provides what is probably the most satisfying and bloodiest kill in Doom history. When you shotgun the Energizer Bunny, his body (and annoying drum) explode, while his head pops up in the air and lands on the bloody heap of gore and fur. He no longer keeps going and going. If you shoot the PAC-Man his bulging eyes pop out in red and yellow mess.

So where do you get these fine WADs? Not on America Online for one. Although AOL carries a ton of original Doom WADS, they won't carry any "unauthorized" ones. The word on the Net is that the LucasArt people got wind of some one posting a Star Wars Doom-WAD and turned the screws on AOL. I guess because it might compete with their eagerly awaited Dark Forces game. So, if you want these WADs, or cool ones like them, you're going to have to get them on a local BBS or the Internet. They're all over the place, so ask someone in the Doom IRC (Internet Relay Chat) or Usenet News Groups. You'll find them. See the sidebar for more information. •

Manufacturer Recommended System Requirements:

- 486 highly recommended (386 is good enough for Doom I)
- 4 MB of RAM
- 17 MB of disk space

Publisher	ID Software
E-Mail	help@idsoftware.com
Phone	800-ID-GAMES
Street Price	$39.95

CHEAT CODES

Start the game and type the following:
iddqd God mode. Health is 100% and you can't be harmed by anything.
idkfa (id kicks ass) Max ammo, armor, and weapons—plus keys to all doors.
idfa Max ammo, max armor, and max weapons. No keys.
idespispopd (in Doom I) or idclip (in Doom II) Walk through walls mode.
idclev Jump to map (level) number.
idmypos Allows you to jump to certain coordinates.
idmus Enter level number (0-32) to switch to that level's music.
idchoppers Adds chainsaw.
iddt (when in map mode)
1st Time: shows entire map.
2nd Time: shows all monsters.
3rd Time: normal map.
idbehold Pulls up a menu in which you can pick one of the following:
S - Berserker Strength (for one level only)
V - Invulnerability
I- Invisibility
R - Radiation Suit
A - Allmap (computer map)
L - Light Amplifiers

DOOM ONLINE

AMERICA ONLINE:

• For WAD Files Go (Keyword) PC GAMES and select Software Libraries. Then click on the Doom ICON (Note: you won't find any of the unauthorized WADs on AOL).
• For discussions Go PC GAMES and select Message Board, List Categories and Doom.

INTERNET: USENET NEWS GROUPS:

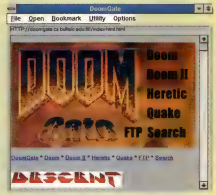
alt.games.doom.announce
Doom announcements (moderated).
alt.games.doom.newplayers
HQ of the Doom Help Service.
rec.games.computer.doom.announce
Information about Doom (moderated).
rec.games.computer.doom.editing
Info regarding hacking Doom.
rec.games.computer.doom.help
New players help.
rec.games.computer.doom.misc
Discussions regarding Doom.
rec.games.computer.doom.playing
Discussions about playing Doom.

FTP SITES:

FTP.CDROM.COM
/pub/doom (California)
FTP.UWP.EDU
/pbu/msdos/games/id (Wisconsin)
FTP.ORST.EDU
/pub/gaming/doom (Oregon)
FTP.UNI-ERLANGEN.DE
/pub/pc/msdos/games/ID/doom-stuff (Germany)
FTP.DUNGEON.COM
/pub/msdos/games/doom (England)

INTERNET RELAY CHAT:

Try DOOM or DOOM 2



WEB SITES:

Doom Gate—easily the best Doom Home Page I've ever seen.
http://doomgate.cs.buffalo.edu/index-html.html

The Official Doom FAQ (newbie note: FAQ is a document containing Frequently Asked Questions). Perhaps the most comprehensive FAQ EVER!!!
http://venom.st.hmc.edu/~tkelly doomfaq

Yahoo Complete Listing of Doom Web Pages (around 25 pages).
http://akebono.stanford.edu/yahoo/Entertainment/Games/Doom

DOOM-INDUCED MOTION SICKNESS

Many people have been discussing Doom-induced motion sickness on the net since the game came out. There is no real cure for some except to stop playing (obviously out of the question). Here are some helpful hints:

• Take breaks. Most people get sick after long periods.

• Playing on a plane, train or in a car on a laptop will cause both you and the person sitting next to you to hurl.

• Get up slowly after playing. Turn your monitor off, sit for 5 minutes after playing and then get up.

• Change the screen size (using the plus and minus keys) from time to time.

• Try adjusting your distance from the monitor (usually further away is better).

• Try an alternate control. Most people find the mouse is the best way to control your speed.

• Destroy your computer, erase all copies of Doom in your possession and move to a desert island.

Monty Python's Complete Waste of Time

and now for something completely digital...

by KEVIN WHELAN

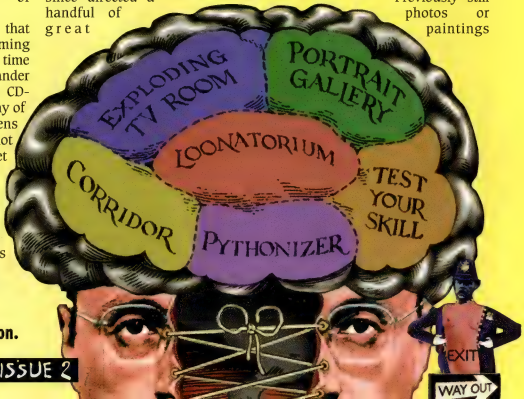
"But Kevin I have so much to do. I mean there's work and school, physical fitness, hygiene, spring cleaning, my correspondence with loved ones, I just don't have any time to waste. Why would I play Monty Python's Complete Waste of Time?"

Don't give me any of that crap. You're reading a gaming magazine. You have plenty of time to waste. And there's no grander way to waste time than this CD-ROM. There's no purpose to any of it. The instruction booklet opens with Eric Idle warning you not install the program and to get on with your life.

This is the silliest, most insane CD-ROM I have ever seen. It is not only a good showcase for some of the best old bits from Monty Python's Flying Circus, but it also contains new material by Terry Gilliam, Eric Idle, Michael Palin and Terry Jones.

Terry Gilliam, the rarely-seen animation genius in Monty Python (he was the guy banging coconuts together in The Holy Grail and has since directed a handful of great films), was a co-executive producer of this disk. His sensibility shapes the entire piece. His animation work on the TV show constantly explored the possibilities of animation and turned images of Victorian England into a surreal playland. Previously still photos or paintings

Does your brain hurt?
If so, get into
the mind of Monty Python.

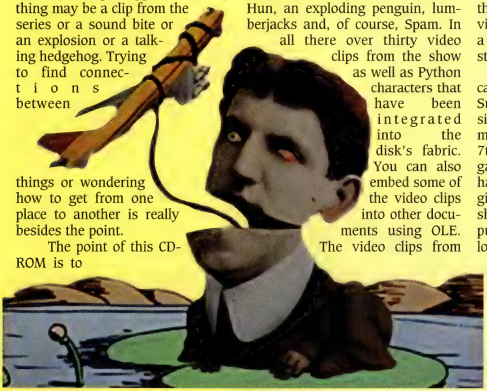


would come to life under his control. Queen Victoria would eat passing pedestrians or the Mona Lisa would flash her breasts at you. This same playful spirit drives Monty Python's Complete Waste of Time.

No one expects the Spanish Interactive. No CD-ROM is more fun to screw around with and explore. Other disks set up imaginary spaces for players to navigate, this one has rooms as well, but you are really navigating the flat space of your screen because the hidden bonuses and "Easter eggs" can really be anywhere. If there is a blank space on screen that does not mean something's not hiding there. As you move your mouse something may poke its head out at you. My favorite is in the Portrait Gallery; there are about ten hidden mouths that spout Pythonisms. The joy of this disk is to click around and see the silly things happen. The silly thing may be a clip from the series or a sound bite or an explosion or a talking hedgehog. Trying to find connections between things or wondering how to get from one place to another is really besides the point.

The point of this CD-ROM is to merely amuse. To this end there are rude noises, insults, songs, animation, a guy getting his eyes poked out, dancing girls, a slot machine, the Spanish Inquisition, bare bottoms, Chairman Mao as a goldfish, sexual athletes, a drive-in movie theater, tons of things to shoot at, a dirty vicar, Attila the Hun, an exploding penguin, lumberjacks and, of course, Spam. In all there over thirty video clips from the show as well as Python characters that have been integrated into the disk's fabric. You can also embed some of the video clips into other documents using OLE. The video clips from the show are really tiny. I think this was tactical. They kept them small on purpose using the saved disk space for more sound clips and animation. You can walk away from the computer for about twenty minutes and it will still be making noise. There is a special feature for Pentium chip owners which allows them to zoom in and make the video clips larger. This worked for a while on my machine and then it stopped (?).

"This is zany, mad-cap humor!"



How not to be seen. A larger game called The Secret to Intergalactic Success is included. If you are persistent enough to take this on you may end up winning a prize from 7th Level. Being the secret to intergalactic success, the buggers haven't made it easy to find, but I'll give some clues to those convicts or shut-ins who have enough time to pursue it. #1, if you spot enough loonies in the Loonatorium you will find a map. #2, the penguin on top of the television has to explode before the bomb in the chair will (don't ask).

However, I would suggest to just visit each room and check out what it has too offer. Plain and simple this is a funny disc. In

fact a lot of its features can be seen as jokes about CD-ROMs. Some of them, like the penalty box are there just to waste your time. Sometimes they make you start again. If you are clicking away too haplessly the game suggests trying F1 for help. Of course you are not going to get any help. You will learn that "Help was one of the best songs John Lennon wrote for the Beatles." You may get insulted—"what kind of namby-pamby are you? Do you want me to take your hand and walk you through the whole thing!" You also may encounter a little honesty—"Sorry, no help here."

Pork riders in the sky. There are a few arcade type games put in but they deliberately suck. The booklet describes them as "spoofs." One is a version of computer pinball played in a Gothic cathedral which is fun to see, but as entertaining as any computer pinball.

Do you know that phrase "like a cowboy shooting pigs out of the sky?" Neither do I, but it really sums up "The Pig Game." This is the best game, but it is still frustrating. If you don't do things right you get a negative score. No matter how well you do you're not going to score much.

The Chicken game is bizarre, very cool to look at and absolutely not fun. The last is a version of that whack-the-gopher game found at carnivals or state fairs. This one is fun, but is set too fast to play for long.

Bring out your disks. If you are not playing the larger game I suggest using this disk in small bursts. While there are rewards to repeated playing, you can get burnt out on some of the features. I put this disk aside a few times, but when I returned to it I found new things and it always amused. It also helps if you haven't overdosed on repeats of the show recently.

The best feature is the Pythonizer which allows you to customize your Windows desktop. This is the feature that makes the disk an absolute must-have for Python fans. You can choose to add screen savers, wallpapers (both living and dead), icons and tons of your favorite Python noises to your computer. This is a great feature. You can have your answering machine say "Hello my name is Meryl Streep. Please leave your

Building on a classic—Monty Python's interactive Mona Lisa.

Manufacturer Recommended System Requirements:

- 486SX 25MHz
- 4 MB of RAM
- DOS 3.3; Windows 3.1
- 256 color display
- MPC Compatible CD-ROM drive
- MPC Compatible Sound Board
- Speakers or Headphones; Mouse

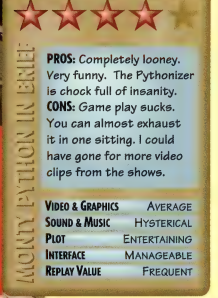
Publisher	7th Level
E-Mail	support@7thlevel.com
Phone	214-437-5531
Street Price	$54.95

Python re-runs might be harmless, but this CD-ROM is pure evil.

message after the beep." The wallpapers are simply insane. There's a collage of Python characters called "many mouths" that, when you click on it, screams something like "Australia Australia" or "hoseymosey" over and over again. (By the way the Pythons certainly did a lot a screaming didn't they?) Other ones include a wallpaper where a BBC news reader with little fairy wings starts buzzing around the screen (actually lots of them) and you can use your mouse to shoot the little twit out the sky.

I can't tell how much enjoyment an idiot like myself can have with this feature. Currently when I get into Windows my computer screams "miserable, fat Belgian bastards." I think this is actually what Bill Gates had in mind until some marketing types talked him out of it. I changed my Exit Windows icon to a cartoon of Mao-tse-Tung and I replaced the "exiting Windows" chimes with an old lady saying, "This is zany, madcap humor." The beginning of a game of Minesweeper is accompanied by the cry of "pert, pert thighs." All my WordPerfect icons are now those antique sketches that Mr. Gilliam is so fond of.

Monty Python's Flying Circuits. At one point in the exploding TV room if you click on a picture frame, a warning appears and tells you your computer will explode if you continue. When you continue you see a Mac icon appears which is then crushed by a bomb. Ironically enough when I was in the Pythonizer I clicked on a sound file, song.wav. My hard drive starts flying, the keyboard locks up and nothing is happening after about ten minutes a message comes on and says my CPU is reaching high temperatures and is becoming unstable. Close all applications and shut down the machine. That's when my suspicions were confirmed—this is one evil CD-ROM. ●



MICROSOFT COMPLETE BASKETBALL CD-ROM

by WALTER HJELMAR

Microsoft just slam-dunked pro basketball history with Microsoft Complete Basketball. This CD-ROM is an amazing collection of stats, pictures, videos and sounds. From basketball's invention by James Naismith in 1891 right up to the NBA's 1993-94 season. Shaq should have consulted this disc before he asked Atlanta Hawks coach and NBA Hall of Famer, Lenny Wilkins if he ever played in the NBA.

Stats-'R'-Us. Most people will buy this CD for the stats and Microsoft really delivers! They've included four pages of stats of every player to ever play in the NBA. Stats are reported year-by-year for regular season stats with playoffs, all-star and career totals.

The gurus at Microsoft have come up with simply the best interface for an informational CD-ROM that I have ever seen. If you want to search for Earvin "Magic" Johnson's player profile, you can choose it from a list under: Johnson, Earvin; Johnson, Magic; Earvin Johnson or Magic Johnson. There are hot links to everything—including embedded charts and stats. Microsoft also included a convenient copy-to-clipboard function which lets you copy images, articles and stats for use in another application. Included in the CD-ROM are over 2,000 video clips of some of the great moments in basketball history. You can relive Johnny Most's call of "Havlicek stole the ball! Havlicek stole the ball!" in the 1965 Eastern Division Finals. See Willis Reed limp onto the floor before leading the Knicks to victory in Game 7 of the 1970 Finals despite an injured leg. Watch Michael Jordan's last second, switch-handed lay-up against the Lakers in the 1991 Finals. There are also highlight reels for some of the game's most exciting players. The videos don't just cover today's stars. They go all the way back; from the days of George Mikan(!) to Russell vs. Chamberlain through Bird vs. Magic right up to today's superstars like, Michael Jordan and Charles Barkley.

Yo Microsoft Raps. One of the coolest things is the attention Microsoft paid to the sound on the disc. Jazzy horns and a funky urban beat adrenalize the startup sequence. There are over a hundred different audio clips of players, coaches and announcers recount-

If you still have a burning desire to give Bill Gates your money, then you can sign up for Basketball Daily.

Manufacturer Recommended System Requirements:

- Multimedia PC (386SX 33MHz)
- 4 MB of RAM
- 3 MB free disk space
- WINDOWS 3.1
- 640x480 256 color VGA
- CD-ROM drive
- Sound Board
- 2400 baud modem (optional)

Publisher	Microsoft
Phone	206-635-7172
Street Price	$39.99

ing their take on the game and their place in it. As you navigate through the disc random sound bites are played. For instance, while you read about Wilt Chamberlain scoring 100 points you hear "That's Two! And the Foul!" and "Thirty-Three Holding." The crowd roars and you hear the squeaking of sneakers on the hardwood. It's details like these that make surfing through basketball history really engrossing.

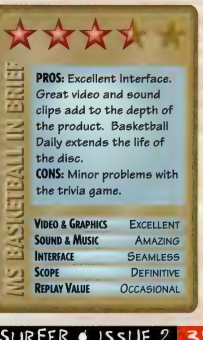
For those of you who enjoy trivia, there is an All-Star Trivia Challenge. The categories are Almanac, Awards, Basketball Personalities, Post Season, Record Book, Rules and Teams and Cities. They also list another category called Glossary, but it seems to have been left out of the game. Another problem was that a question from one category would occasionally show up while I was working on questions from another—like "Georgetown University Coach John Thompson had a two-year stint as a player with which NBA team?" showed up when I was in the rules section [answer below].

Basketball Daily. If, after buying MS-DOS, Windows, Word and Complete Basketball from Microsoft (you did buy them, didn't you—pirating software is illegal) you still have a burning desire to give Bill Gates your money, then you can sign up for Basketball Daily. This online newsletter, is updated daily (hence the name) at 9:00am PST, and contains the latest scores, stats, standings and league leaders, as well as, a preview of the day's matchups and "The Basketball Insider" Microsoft's own analysis and commentary. The charges are $1.25 per call in the United States and $2.25 in Canada, with no monthly minimums. By just cutting and pasting stats into a spreadsheet or database program and you can keep stats for a fantasy basketball league for a lot less then one of those stats services.

Complete Basketball is just that; complete coverage of the entire history of basketball (if you don't care about college ball). Microsoft has managed to merge an excellent reference with an quality interface. The video and the sound place you right on the hardwood—it's almost like being in the middle of an "NBA: It's fantastic!" commercial. This CD is the first of the Sport Encyclopedia CD-ROMs that I would consider buying when '95-'96 edition comes out. ●

Microsoft Funk—jazzy horns and urban drums adrenalize the startup sequence and flavor the rest of the CD.

Most people will buy this CD-ROM for the stats and Microsoft really delivers!



Answer to trivia question—John Thompson played for the Boston Celtics from 1964 through 1966 under Red Auerbach.

FRONT PAGE SPORTS FOOTBALL PRO '95

by WALTER HJELMAR

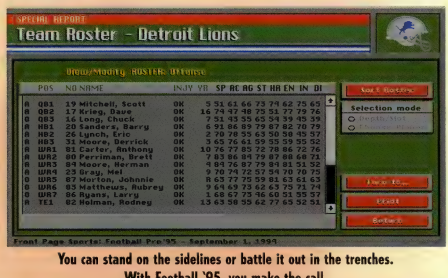
There's 1:35 left in the fourth quarter, it's first and ten on his own 42, and he's behind by three. The play comes in from the sideline, and Troy Aikman relays it to his offense. The Dallas Cowboys line up with 15 seconds left on the play clock. Aikman checks the defense, reads the blitz and calls an audible. 24 - 32 - 69 - Blue - Blue. Hut. Hut. Hut. The ball is hiked. Troy takes a short drop. Emmitt Smith misses his assignment to pick up the blitzing Keith Hamilton, who crushes Aikman. THE BALL IS LOOSE! Michael Brooks recovers for the Giants, and rambles 42 yards for the touchdown, sealing a 31 - 21 Giant upset. An overweight, drunken, armchair quarterback in the cheap seats curses and swears to kill Aikman and mutilate his dog. If only he were making the decisions! He would have handed it off to Smith and let him run around the right end...

Front Page Sports Football Pro '95 gives you the chance to put your money where your mouth is. FPS:FP includes complete team rosters for all twenty-eight NFL teams with all of the 1994/95 NFLPA players and their stats. You also get all of the new rule changes, including the two-point conversion, and kickoffs from the thirty-yard line.

I MUST BE IN THE FRONT ROW. Football Pro '95 is billed as a merely an upgrade to the previous version, but some of the new features include an improved artificial intelligence engine and the new Camera Angle Management System (CAMS for short). CAMS allows you to view the game, including instant replays, from any place in the stadium, from the nosebleed seats, to the luxury skyboxes, or down on the sidelines. They've even included an "isolation" camera to allow you to select a particular player (or object, such as the ball) to focus on. The computer also automatically saves five highlight plays, which may be viewed later using the CAMS VCR interface.

Players are rated in eight categories: Speed, Acceleration, Agility, Strength, Hands, Endurance, Intelligence and Discipline. The database engine lets you sort on any combination of abilities. It even lets you change the formulas upon which the attributes are based.

A GAME FOR ALL SEASONS. Football



You can stand on the sidelines or battle it out in the trenches. With Football '95, you make the call.

You can watch the onfield action from any angle and even edit your own highlight films.

Pro has something for all sports fans. If you want action, plug in your joystick and take control of any of the players on the field. If coaching is what you're interested in, call the game play-by-play and let the computer control the players. If you're a megalomaniac with a lot of time on your hands, you can completely customize every aspect of your team. You can pick your uniform colors, your helmet, jersey and pants. Stadiums can be domed or outdoor, artificial turf or natural grass, and the climate can be customized by picking the site of your stadium.

I drafted a team, and sent them to training camp, where my players improved their attributes, following the patented "Walter's Workout Video: Vol. 2—Beer Guts." Then onto the wheeling and dealing, making trades, signing free agents and (of course) picking up some new talent in the College and Supplemental Drafts. Putting on the coaching helmet I created my own playbook, using the Coaching Profile, where you can select up to three play types for each of the 2,520 game situations that can occur in each half of a game, based on field position, point spread, down, yards to go and time left. I even specified separate profiles for the first and second halves—When it's late in the fourth quarter and we're down by 6 I don't want my team to settle for a field goal that I may have tried in the second quarter.

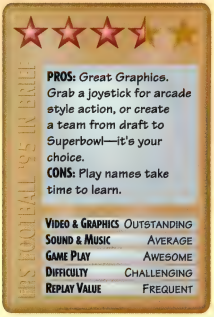
Front Page Sports Football Pro '95 gives you what you want in a football game, no matter what it is that you expect. You want action FPSFP's got it. The graphics are smooth, and the interface is clean. If managing is your bag, you can control every facet of your team—down to the color of the strip on your pants. '95 is a worthy sequel to a great game.

Gotta jam—the halftime's almost over and my New York Platypi lead the San Diego Boll Weevils 21-10! ●

Manufacturer Recommended System Requirements:

- 386SX 33MHz (486 rec'd)
- 4 MB of RAM
- 14 MB free disk space
- DOS 5.0
- VGA graphics
- MS-DOS 5.0 or above
- CD-ROM drive / Sound Board
- Joystick or Mouse (optional)

Publisher	Sierra Dynamix
Phone	800-SIERRA-5
Street Price	$69.95



MTV's CLUB DEAD

by Linda Sharar

Meet Sam Frost, Cyberplumber. He's a little smart, a little lost, a little cute and in a lot of hot water. Sam lives in the 21st century. He's a technical wizard with a weakness for beautiful women and a tendency to get himself in over his head.

At the start of the game, you find out Sam has recently been rescued from Metacorp Prison, where he was serving time for a conviction. Sam's hooked on "V—that is Virtual Reality—which by the 21st century has become addictive, lethal and illegal. Sam gets rescued from his prison cell by Metacorp officials who send him to the infamous Hotel Alexandria, a luxurious hangout for the rich, the famous and the adventurous (or should I say experimental?). He must investigate and figure out who has been murdering the guests.

It's the 21st century, you're just out of jail, hung over and running out of time. Oh yeah—you're a plumber, too.

Room service. Upon entering a hotel bathroom Sam is hit with a barrage of images: a woman's dead body on the floor, a hologram of someone's head whispering messages and obviously in pain from some sort of "V" hangover (called a "V-back"), Sam realizes that he has been freed from jail, but stuck in what may be an even worse situation. The only easy escape is to complete the mission, which is your task. If Sam Frost fails, "there are worse things than prison."

As he tries to collect himself, you can browse through Sam's belongings, which consist of: (a) a complete guide to the Alexandria Hotel including floor layout, staff descriptions and guest ledger; (b) a personal data assistant that can record video images from any encounter Sam will have along the way; (c) a date and time clock, which helps Sam keep track of important events which will take place in the Alexandria; (d) the Alexandria's on-line message service, which Sam can use to retrieve messages; and (e) what every good cyberplumber will have, a trusty chipman, which plays the audiochips left by other cyberplumbers in various fix-it sites around the hotel. Learning to use these tools is a little overwhelming at first. However, once you get into the meat of the game, you'll find a pattern which allows you to manage these informational resources.

Navigating around the game is fairly simple. You use the elevator to move around from floor to floor and your date/clock will indicate the passage of time as you play. You may also "waste" time by pressing a button which will set you ahead in time. This feature I would use cautiously, as the date and time of when you visit a particular floor determines which characters you will meet.

There is no going back to a prior sequence, so be sure to save the game often. For each floor of the hotel you visit, one video sequence will take place, and before each video sequence, you may select an item from your inventory to take into the room with you. Depending on what you decide to bring, different events will occur. After the video sequence (which you can replay as many times as you like), you can use your personal data assistant to take a snapshot of the event. This records important information which can be retrieved later in the game. If, during the video sequence, Sam discovers a chip in the process of fixing a mainframe malfunction, you can check the chipman to see what the last cyberplumber had to say about work done on that section of the hotel's system.

Sam also has a friend at the other end of the Alexandria Telefex Machine who owes him a favor, so each time he picks up a useful or mysterious item, you can try sending it through the Telefex to get a little more information.

Visit the Aloha Lounge. You will wander around the hotel, discovering the strange personalities and habits of the guests and staff members. The Alexandria is like no place you've ever been, with its "Fantasy Room," "Memory Lane" and "the Pods"—virtual reality rooms designed by the famous Spencer Amalgam. These rooms are open for guests to explore their fantasies, memories and emotions. You can also visit the Tiki Tech lounge and taste unusual drinks mixed by Red the bartender. The famous Doctor Pain will take care of any "V-backs" for you in the hospital medical center and if you meet any of the hotel's famous guests along the way, like rock star Richie 7, you may be invited to a private party in the guest rooms. Sam Frost, as the cyberplumber, can also obtain access to various secured floors which hold many suprises (and sometimes bodies).

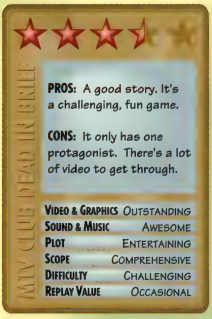
A fool for your love. I don't want to give away the plot of the story, but it is definitely intriguing. The characters you meet along the way will befriend you, betray you and, if you are not quick, they may destroy you. Messages which roll in at various times from Metacorp Official, Executive Johnson will help you know whom to contact and when. Be careful who you trust. And remember, Sam Frost has a weakness for beautiful women, so when you run into one of the many at the Alexandria, always be prepared to make a fool of yourself.

Luckily, the designers of this game have balanced the game play carefully between the non-interactive video sequences and the interactive portions so you will not be too bored. The video scenes are well directed, the graphics in the hotel are superb and the characters are extremely entertaining. I must say, that I would have liked to have had a choice of character at the start of the game, but, being stuck as Sam wasn't too painful. As far as solving the game goes, it is not an easy task, but it is also not impossible. Most of the clues make sense and I appreciated the fact that some clues are just very well hidden, requiring playersto be on their toes. To top it all off, installation of this game is probably the simplest I've encountered in the vast world of CD-ROMs for the PC. Just select your sound setup and type "Dead" to play. Combine all of the above with a complete high-quality, original soundtrack (which you may easily turn off during gameplay, if you desire) and you have yourself a fun CD-ROM. So—happy plumbing, cyberSams! •

Manufacturer Recommended System Requirements:

- 486SX 33MHz
- 4 MB of RAM
- DOS 5.0
- SVGA card with 512 K
- CD-ROM drive
- Sound Blaster or compatible
- Mouse; Speakers

Publisher	Viacom Newmedia
Phone	708-520-4440
E-Mail	vnmsupport@aol.com
Street Price	$49.95



Flash Traffic

interactive armageddon

by Kevin Whelan

Welcome to the brave new world of interactive movies. From Tsunami Media and Time Warner Interactive comes Flash Traffic: City of Angels, the three CD-ROM interactive movie where you get to be an FBI guy hot on the trail of nuclear terrorists. There is a nuclear bomb planted somewhere is Los Angeles and if you don't find it, well, at least we never hear from Greg Kinnear again.

Flash Traffic was written and co-produced by Chuck Pfarrer who also wrote the tough-guy/lunkhead action flicks Navy Seals and Hard Target. If you are familiar with those you know what to expect: male action fantasies usually associated with survivalists and guys who go on paintball fight weekends. There's a whole lot of posturing and guys running around with holsters strapped to their thighs.

The makers of Flash Traffic have taken the idea of an interactive movie way too literally. The entire thing is digitized video. The entire disk is from your point-of-view—that is the camera is meant to represent your eyes. What happens is that people keep coming up to you and asking you questions. Then you are given three choices of reactions. When you select a choice with your mouse your character speaks. It's always the same flat, tough-guy monotone whether you are just grumbling for coffee or after your entire SWAT team has been mowed down.

Roll the dice. Your entire interaction with the game comes down to picking A, B or C. If you choose your answers at random it is still the same amount of fun as when you actually think about each one. There is no real logic to your responses. Even some dumb quip with your partner can represent the "wrong choice." It's not even like "what would I do in a situation like this" or "how would an FBI agent react?" It's more like "if I harbored fantasies about being in law-enforcement and wrote a dopey script what would the right answer be?" You never get the feeling you are an FBI agent under intense pressure. It feels more like a multiple choice quiz.

Do you come here often? The interface is just silly. After you choose one of the three choices, there are not necessarily three separate paths. You can end up stumbling again and again over the same video clip. There is a sequence where you interrogate a prisoner. After he has already told you about the bomb and his contacts there is a chance he will respond "I'm not going to tell you anything," which is the same thing he said when the interview started. Then your partner will suggest "we bounce him off the walls." This doesn't just happen once. You could easily be caught in a loop where this happens five or six times in a row. The silly part is this can happen even after you change your responses. In talented hands the idea of time folding and twisting in on itself can be quite interesting, but here it is just irritating. My guess is that the programmers were as bored as I

Manufacturer Recommended System Requirements:

- 386SX 33MHz
- 4 MB of RAM
- 2 MB free disk space
- Super VGA
- CD-ROM drive (MPC level 2+)
- Sound Board
- MS-DOS
- Mouse

Publisher	Time Warner
Phone	800-482-3766
Street Price	$39.95

Believe me, it won't look this good on your screen.

was and didn't bother to try all the possible sequences.

Hunka hunka burnin' crook. This is a movie you wouldn't want to go see—much less "be" one of the characters. The dialogue is awful. When trying to get info from a bad guy dying of radiation poisoning, your partner says, "He's big time radioactive. Doctors say he has 24 hours until he meets Elvis." The direction is pretty bad as well. Some of the actors, when they are not speaking, look like they are thinking about their dental appointments rather than their eminent nuclear deaths.

The thing that pisses me off is if I'm going to play an actual character in the story, instead of just watching the story, can I at least be as half as smart as the dumbest person I know? A terrorist who is going to blow up the city at midnight, has just stabbed his (possibly innocent) girlfriend who you are using as a decoy to trap him. You and the SWAT team engage in a firefight with him and chase him (on foot) through an airport parking garage. Suddenly you can't find him and everyone just stops and gives up. Boom—we're back at the office. Also, apparently, the entire city of Los Angeles is protected by a four man SWAT team. The extras at the FBI offices are just milling around or pushing papers. There's absolutely no tension.

The big payoff is if you screw up at disk three you get to watch Los Angeles blow up. That's the good part. The bad part is even film can't handle showing an atomic flash so you can imagine how crappy it looks on your computer. If you save the city, you wind up on a beach sipping tropical drinks and scamming bikinis.

Get well soon. The woman who is in a hospital near death (she gets stabbed even if all the correct choices are followed) and the SWAT team members you may have killed are never mentioned again. Of course, from the moment she appears on screen undressing in front of two open windows you know there is no place for her on this ROM. I felt sorry for the actress. If she was better at what she does she would be able to be degraded in much better fare.

The whole thing is set to a tinkly, inane music score. When it is the most urgent there is a bee-boo-be-bop-boo rhythm track. Doesn't the possibility of nuclear annihilation merit something a little more ominous than music that could be played on a merry-go-round?

If you do not own an MPEG video board, there is no point whatsoever to owning this. It is letterboxed video that takes up about half of your screen, but it is awful. You don't have the option of using a reduced, but clearer screen. There are times you cannot even see the actor's reactions. Without an MPEG board it's like watching a pair of herringbone tweed pants.

For those of you who persist in playing this disk there is a back end way to find out which answers are correct. Hint #1 it is the first mammal listed in the dictionary. Hint # 2 it is not the aardwolf. ●

Don't worry about it—there's nothing that you can do to change her fate.

PROS: Seeing people act relaxed during a nuclear threat is soothing.
CONS: Bad tough-guy dialogue. There's no logic to your answers. Horrible directing and absurd situations.

Video & Graphics	Poor
Sound & Music	Annoying
Game Play	Dull
Difficulty	Moderate
Replay Value	None

Wing Commander III: Heart of the Tiger

an addictive game with a riveting plot

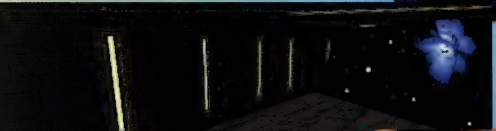
by KRAIG KUJAWA

With the coming of age of the CD-ROM medium, the PC market has been flooded with games that have done nothing more than abuse the medium by calling themselves "interactive movies." These games often have little interaction and even worse production values. Fortunately, Origin has decided to buck this trend with their long-awaited sequel—Wing Commander III: Heart of the Tiger. Most "interactive movies" feature nothing more than poorly-acted, poorly-constructed screenplays with all of the aesthetics of a movie shot with a budget comparable to many kid's allowances.

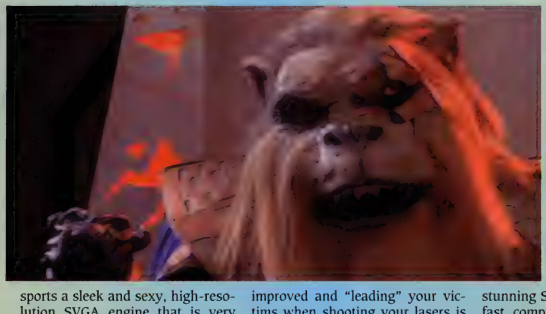
Wing Commander III, however, spares no expense. The sets and special effects are realistic and effective. The soundtrack is superb and the cast is comprised of actors who actually have talent and acting ability (what a novel concept). You might even recognize a handful of them—namely Mark Hamill of the Star Wars trilogy and Malcolm McDowell of Clockwork Orange and most recently of "Star Trek: Generations." Wing Commander III uses snazzy full-motion video to create an action space simulator with a solid story.

The game begins with a very impressive opening sequence, but afterwards full-motion video is used between every three or four missions and in certain "character development" sequences placed effectively throughout the game. As the missions are completed more of the story line is revealed to the gamer—along with some interesting plot twists. The net result is a very addicting game that beckons you to keep trying to beat that impossible mission so you can see what happens next.

UNDER THE HOOD. Although the full-motion video is a huge improvement over the old, poorly animated cut-scenes that dominated the first two Wing Commander installments, perhaps the biggest improvement is in the game engine. Wing Commander III now



Mark Hamill plays a brave and virtuous space pilot... Sound familiar?



The sets and special effects in Wing Commander III are realistic and effective.

sports a sleek and sexy, high-resolution SVGA engine that is very pleasing to the eye. Heart of the Tiger allows you to blast Kilrathi fighters that have taken the form of eye-catching 3-D texture-mapped polygons instead of the old, clunky, dithered ships that graced previous Wing Commander games. Obscene amounts of digitized speech and sound now grace your cockpit and there is even a healthy amount of full-motion video clips of your comrades and enemies to accompany it. For instance, you can use your communications system to threaten a Kilrathi that you will turn the poor cat-like enemy into kitty litter and be impolitely answered with some video and audio of a very unhappy enemy.

Not only has the look and sound of the game been improved, but the gameplay has also undergone some welcome tweaking. Targeting and aiming have been improved and "leading" your victims when shooting your lasers is now a must. There is also a larger diversity of missions—ranging from chasing incoming missiles, new land-based planetary missions and, of course, the usual suicidal bombing of Kilrathi capital ships.

Loyal flush. Choosing your wingmen is now a very important part of the game. If you don't like the way someone is performing in combat, you will have many chances to "alter" their attitude. If you constantly give someone the shaft in the interactive movie parts of the game, they will likely return the favor at the most inopportune time in combat. On the other hand, if you play your cards right, you will have a very loyal and efficient squadron of pilots. Wing Commander III has added a slight strategic element in the game by allowing you to choose the fighter you wish to fly and the armament you wish to use. In addition to choosing the appropriate ship and armament, choosing the right wingman can be very crucial. Some pilots are loyal and very good at covering your tail, while others are just great to take along on suicide missions.

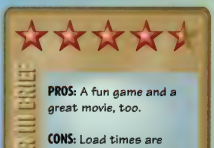
486's need not apply. Wing Commander does have its flaws, but most of them deal with the technical aspects of the game. To fully enjoy Heart of the Tiger, you really do need a Pentium computer with a nice, fast CD-ROM drive. Although the game will be playable with a 486/50 or 486/66, the detail will have to be trimmed down, and, God forbid, you might have to take the game out of the stunning SVGA mode. Even with a fast computer, Wing Commander suffers from some unavoidable, annoying load time that can bog down the experience. Unfortunately, some of this CD-ROM access time even interrupts gameplay.

By flawlessly integrating full-motion video with excellent gameplay, Wing Commander III has provided Hollywood and game companies alike an example of what could be the perfect model of an "interactive movie." Unfortunately, not all gamers can enjoy this game with the system requirements the Heart of the Tiger demands. Unless you have a 486/66 or better, Wing Commander III will undoubtedly become less impressive and more irritating and I couldn't recommend purchasing it. •

Manufacturer Recommended System Requirements:

- Multimedia PC (486DX 33MHz)
- 8 MB of RAM; DOS 5.0
- 20 MB free disk space
- VESA Compatible VGA/SVGA
- Double Speed CD-ROM drive
- Sound Board
- Joystick or Mouse

Publisher	Origin Systems
E-Mail	osi@aol.com
Phone	800-245-4525
Street Price	$49.95



Pros: A fun game and a great movie, too.

Cons: Load times are annoying and abundant.

Wing Commander III Brief

Sound & Music	Awesome
Video & Graphics	Mind-Blowing
Plot	Riviting
Gameplay	Outstanding
Replay Value	Frequent
Difficulty	Challenging

Ike's cartoon campaigning and TV's Dick York as the Shy Guy

Let's go back to the America that used be: where technology promised us unending progress; where our problems got solved by purchasing consumer goods; where the key to popularity meant acting like everybody else; where freedom was just a second Ford away—in short an America that stood on the edge of Greatness, an America about to enter THE KITCHEN OF TOMORROW!

SOMEONE START THE PROJECTOR. This is the America of Ephemeral Films. Since 1927 over 600,000 educational, industrial and advertising film shorts have been produced. Film Archivist Rick Prelinger has taken the best 38 from collection of over 25,000 and put them on the Ephemeral Films: 1931-1960 CD-ROM. These films include safety films, teen guidance films, industrial films and advertising shorts. The definition of an ephemeral film is "that they were produced to meet a specific need" and unlike newsreels "were never intended to be preserved." They provide "a unique window into the past." Their value is that they "present the past and its inhabitants not as they were, but as it was supposed to be." They can also be funny as hell.

The disk is broken into two sections; To New Horizons which has films from 1931 to 1945 and You Can't Get There From Here which has films from 1946 to 1960, that is, the pre-war and post war eras. Each film is accompanied by a brief essay.

You won't hear about the Depression, WWII, Civil Rights or McCarthyism in these films. Instead you will see shiny happy consumers tell us what to purchase and well-scrubbed teenagers give out social guidance. In this idealized America it was expected that the citizens consume and conform.

WE'RE A HAPPY FAMILY. The best films are those that are revealing in their artlessness, often with heavy-handed narration telling us what we are seeing. My favorite is Date With Your Family which presumed to teach teenagers not only table manners, but also how families should act. It has been called a recipe for dysfunction. Pleasantness is valued over honesty. As we watch an upper-middle class family preparing for dinner, the narrator gives us such pearls of wisdom as,"Pleasant unemotional conversation aids digestion." The boys are encouraged to "greet their father as if they were genuinely glad to see

EPHEMERAL films

e•phem•er•al (-əl) *adj.* **1.** lasting or existing briefly **2.** of interest or value for only a short time; topical

by KEVIN WHELAN

him, as though they missed being away from him." They are also told to "postpone disagreeable news... the dinner table is no place for discontent, it makes Dad and Mother uncomfortable." Finally after tens minutes of telling us to on put our happy faces, this film has the gall to end with, "With your family you can be yourself. Just make sure it's your *best self*."

Domestic Freedom? This is an America where women belong in the kitchen. "Talk about Emancipation, take the family wash for instance," says a teenaged girl doing a report on the status of women, in a film sponsored by Whirlpool. After a woman gets a robot butler she is told "Your domestic problems are completely solved." Even a film that is primarily a musical fantasy that takes place at a GM car show contains such lines as "The Kitchen of Tomorrow is calling me" and "let's get her in the kitchen fast!"

> **"Let's ask Mrs. Housewife—**
> **'Suds, why, I want lots of suds.**
> **Every woman does!'"**

Some classic titles include Two Ford Freedom, Dating Do's and Don'ts, Breakfast Pals, Shy Guy, Are You Popular? and The Relaxed Wife.

There are two films sponsored by Chevrolet that teach people how to relax, one of which features—I swear to God—a secretary wearing a gas mask. And yes, you guessed it, the suggested way of dealing with daily stress is by buying a Chevrolet. The essay points out that, at no time, are the stresses caused by monthly car payments ever mentioned. Other great moments include a short where an animated Snap, Crackle And Pop square off against Soggy, Mushy and Toughy.

One film promoting tranquilizers features a newspaper which on page one has a headline about incoming hurricane. The headlight on page two reads "Hurricane Out To Sea." Presumably this is how you look at life after you been tranquilized.

The interface is basic. The film appears in a small QuickTime box and a brief essay appears next to it. If you want to watch the film in a larger window, you can't read the essay. The essays are superimposed over happy-housewives and big old American cars. A healthy skepticism informs the essays which look at the political and social agendas behind these films, commenting on what is not said as much as what is. They essays also draw parallels to today's ads, MTV, Beverly Hills 90210 and Epcot Center, among others.

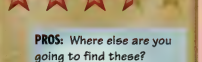
Way out of control. Drawbacks of the disk include no video controls other than start/stop. More often than not they only show excerpts of the films. Sometimes you are not shown the part of the film that the essay comments upon, so you have to take their word for it. The video does not work properly at first. I was able to fix this by clicking on "Contents" at the bottom of the page although it would reoccur when going to the next page of the essay. Not a huge problem, but annoying. Either way, the video is really poor, always pixelating and strobing (on my Number 9 64 bit video card with 1 MB RAM).

You have to mine for gold in some of these films. I'm sure the audiences back then found a lot of them boring, particularly the films meant to be shown to teenagers. Distance has given us a new perspective and there are some astounding moments to be found, particularly, if you have a healthy sense of irony. Overall they form an amazing document of the dreams and fears of a nation. •

Manufacturer Recommended System Requirements:

- PC: 486SX 25MHz
- 4 MB of RAM (8 rec'd)
- 640x480 256 color VGA
- CD-ROM drive / Sound Board
- Windows 3.1
- MAC: System 6.0.7 or higher
- 2.5 MB RAM
- CD-ROM drive

Publisher	Voyager
Phone	800-243-2252
Street Price	$29.95



PROS: Where else are you going to find these? Definitely a disc to show your friends.
CONS: Bad Video. The excerpts chosen are often not what the essay speaks about.

Video & Graphics	Poor
Sound & Music	Average
Scope	Narrow
Replay Value	Occasional
Interface	Lacking

by KRAIG KUJAWA

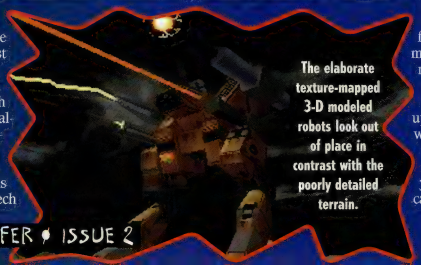
METALTECH: EARTH SIEGE

It's the same old story. Man builds machine. Machine gets smart. Machine kills man. Man fights back. Sound familiar? It's the same recycled story behind many movies, books and computers games. The Terminator movies were probably the most popular to use this plot. Unfortunately, Earth Siege makes no effort to be different. You plug in the name "Cybrids" for the part of the enemy and the words "human resistance" for the good guys and you create the recycled story of the suddenly rebellious 100-ton robots—Cybrids—killing billions. Now it's up to the straggling human resistance fighters to unite and reclaim the scorched earth.

HORSESHOES AND NUCLEAR WAR. Earth Siege comes so close to being a great game, it hurts. So many aspects of this game were executed well that it makes me wonder how the others were neglected so badly. The game's premise is simple. You must successfully complete a series of missions in which you bring back salvage and new technology to continually upgrade yourself. These upgrades consist of new mech designs stolen from the enemy (you are always lagging behind the Cybrids technologically), and new weapons scavenged from dead, smoking robots. If you don't bring ample amounts of these materials in a timely fashion, your mechs will fall into disrepair, and you will find yourself in a shoot-out with the fancy-looking equivalent of a peashooter.

Much of the game revolves around the management of your resources. You must keep your mechs in a healthy state, and at the same time, provide a nice cache of weapons to arm them. Decisions about building new mech designs, how many should be built, and when they should be built are also critical. If you fail too many missions or mismanage the weapons and salvage at your disposal, you will find yourself so technologically in the dark-ages that the chance of winning becomes impossible. If you don't feel like going through the burden of worrying about salvage and parts, Earth Siege offers a "single mission" mode that will let you immediately jump into a fire-fight directly from the main menu.

RECOMMENDED DAILY VIOLENCE. Earth Siege is very good at combining good action- oriented gameplay with a healthy dose of strategy. Although you can turn this game into a slugfest, the best route is to use a balanced combination of brawn and brains. Using the right combination of weapons and Hercs (the term for the robots you and the enemy pilot in this game) is essential to completing many of the missions. Deciding on whether to load up on missiles, energy weapons or powerful auto-cannons is one of the keys to survival. Strategies such as decoying an enemy by splitting up your squadron, or lurking behind mountains are some of the numerous tactics that may be employed to complete a mission. There is a healthy variety of missions ranging from the basic patrol mission, to more elaborate search & rescue missions. A group of these missions make up a campaign, each of which take place in a different terrain. To complete the game you must finish five campaigns. Additional



The elaborate texture-mapped 3-D modeled robots look out of place in contrast with the poorly detailed terrain.

Deciding on whether to load up on missiles, energy weapons or powerful auto-cannons is one of the keys to survival.

campaign disks will be available in the near future giving Earth Siege some extended replayability down the road.

Earth Siege's gameplay is executed well within the confines of your attack Herc. The Hercs drive very much like a car, although you probably won't break many speed limits in them. The instruments are intelligently laid out which eases the creative dismemberment of your adversaries. Auto-targeting systems are also available to help the novice pilot live long enough to become a more mature, experienced one. Learning more advanced fighting tactics such as selectively rendering the enemy harmless by shooting off his leg, or running at full speed with your missile-bearing torso turned 90 degrees in another direction can be both challenging and entertaining. Executing these types of combat tactics is what will make the later scenarios winnable. In addition to using your own Herc, you may often have "wingmen" or other additional Hercs to help you in your cause. By giving your wingmen the right type of Herc and giving them orders you can save yourself from having to do all of the dirty work. Some missions demand that you use effective flanking and good teamwork to complete a mission effectively.

Can't judge a Mech by its cover. Unfortunately, the terrain of this game is its Achilles' heel. The elaborate texture-mapped 3-D modeled robots look out of place in contrast with the poorly detailed terrain. There are no trees, no valleys, no canyons, no water—just very boring terrain with a lone triangular hill here or there. The terrain is not even texture-mapped, although everything else inhabiting it is. If you just saw the terrain without the beautiful robots on it, you might think you are playing the game on a old decrepit 286 machine. What's worse is that the small hills that are in the game can't even be traversed. I find it hard to believe that these huge 100-ton robots can't walk over hills barely larger than themselves. There could have been some interesting strategic scenarios like hiding in valleys to ambush an enemy Herc, or maybe climbing a hill or mountain to gain an advantage over an opponent. Sadly, Earth Siege uses these ugly hills for nothing more but an occasional nuisance which blocks your view and radar.

Another problem with Earth Siege is that it just doesn't look like it fully utilizes the CD-ROM format that it inhabits. The CD-ROM version of this game is essentially the disk version with a big speech pack tacked onto it. Although it is a good game, it lacks some of the ear and eye candy that many of us have come to enjoy. There is no CD quality soundtrack, in fact, there isn't much music anywhere in the game. This isn't a huge problem in a simulation game, but having a nice soundtrack is often one of the benefits that CD-ROM makes possible. There is a ample amount of speech throughout the game made only possible by the CD-ROM medium, but the sounds within gameplay could have been a little better. The short, disappointing ending is not something I expect from a CD-ROM product either.

Taking all things into perspective, Earth Siege proves to be a viable purchase for simulation fans, especially those that like the robot variety. This game does have some obvious shortcomings, but its gameplay and other positives are strong enough to overcome its obvious flaws and it stands tall as an above average title. ●

Manufacturer Recommended System Requirements:

- Multimedia PC (386DX 33MHz)
- 4 MB of RAM
- 5 MB free disk space
- DOS 5.0
- VGA Display
- Double Speed CD-ROM drive
- Sound Blaster compatible
- Joystick; Mouse or Keyboard

Publisher	Sierra-Dynamix
Phone	800-SIERRA-5
Street Price	$39.95

Earth Siege in Brief

★★★½★

PROS: The best mech simulation out there. Stop waiting for Mechwarrior II.

CONS: The texture-mapped robots are beautiful, but the terrain is really ugly.

Video & Graphics	Outstanding
Sound & Music	Average
Game Play	Outstanding
Difficulty	Moderate
Replay Value	Frequent
Interface	Manageable

5 ft. 10 PAK Volume Two

(and the devaluation of the CD-ROM industry)

by JASON McCABE

With the average price of a CD-ROM running somewhere around $35, it can be awfully expensive to build even a small collection—especially considering that the fact that the best programs (Tie Fighter, Myst, Doom, etc.) run from $40-$75 dollars. Adding to the problem is the fact that very few of the discs we review have significant replay value. Once you have solved a lot of adventure games there is little more you can do with them except give them away or trade them. So, given all of that, how does it sound to get 10 discs for the price of one? Amazing, huh? Well keep in mind what you've been told—you get what you pay for.

Since there are 10 disks included in the 5ft10Pak, I'll review each of them as quickly and painlessly as possible.

The first CD-ROM included in the 5ft10Pak is **Microsoft's Multimedia Jumpstart**. On the disc it boasts Over 400MB of Multimedia Ideas Loaded on One CD-ROM Disc! The instructions tell you that you'll learn how developers integrate multimedia into everyday applications. Basically, this disk was created a couple of years ago for multimedia developers to whom Microsoft was trying to sell their development tools. It even includes the slide show that MS used on their sales road show! Very tacky. What a boring, outdated, and basically worthless disk for anyone other then a multimedia developer from 1993. I could understand if they included a beginners guide to developing multimedia applications, but this disk is aimed at people who already have experience. The multimedia demos on the disk are short and outdated. One disc down, nine to go. No stars, not even close.

Battle Chess, the classic PC game from the '80s, is back as the second disk in the 5ft10Pak. The DOS & Windows versions of Battle Chess which come on the disk list the copyright as 1991. Battle Chess may be a little old but it is a classic game that you will enjoy playing, even if you're not into chess. Like the chess game that C3PO and Chewbacca played in Star Wars, Battle Chess has animated pieces that actually engage in combat.

For instance, if a Knight takes a Bishop, the two square off and eventually the Knight beheads the Bishop with a bloody swing of his sword. Very entertaining. Battle Chess includes a repetitive sound track and some nice sound effects. The clanking of armor and swooshing swords adds a lot. Battle Chess includes a simple tutorial in which each piece explains their function. A nice touch for beginners. The DOS version includes head-to-head modem play. Battle Chess is nowhere near as sophisticated as the Chessmaster series of games, but is adequate and fun for the majority of chess players. The Battle Chess Disc also includes a demo of Interplay's newest products including Buzz Aldrin's Race Into Space, Alone in the Dark 3 and Lord of the Rings. Two stars.

Another interesting Disc that comes with the 5ft10Pak is **Dr. Schneler's Home Medical Advisor** from Pixel Perfect. It boasts medical advice on symptoms, diseases, injuries, poisons, medical test info, drugs and health topics. The user interface on this product is quite confusing. Dr. Schneler's disc doesn't seem to be too in-depth in terms of diagnosing problems or providing answers. You'll probably find this disk most useful for educating yourself on the various diseases and drugs you have heard about, but never had or taken. The thing that bugs me about this disk is that it is used strictly as a teaser. Version 4 is advertised in the documentation that comes with the 5ft10Pak (for an additional $24.99!). It includes cool stuff like: 400 MB of videos including laser brain surgery and first aid techniques; 1500+ photos; artificial intelligence system analysis(?) and a custom drug & food interactive analyzer. How's that for a lot of buzz words? I guess there was a bunch of version 3.0's laying around that no one could use, so they threw them in the 5ft10Pak. Disappointing and sneaky. One star.

Space Quest IV, which was released a while ago, is a 6 MB game that really doesn't even belong on this disc. The only thing added to the CD-ROM version is a voice module. SQ IV may have been cool back when, but unless you collect classic games you will be disappointed. A demo program of Sierra products is included on the Space Quest IV disk. One star.

Paramount's **Movie Select** is terrible when compared with something as robust as MS Cinemania (reviewed last issue) Not only does this disk not include photos or videos of the 44,000 titles it contains, the descriptions are totally inadequate. The main purpose of this disk seems to be the 12 video previews that come with it. This must be a really old disk if it has Patriot Games, Coneheads, and Naked Gun 2 1/2 as previews! The only decent thing about this disk is its Movie Select Recommends feature. The feature asks you to name

your favorite movies and then spits back other movies you might like. It worked pretty well, but there were very few movies among the recommendations that I had not seen (I don't know if that means it did a really good job, or if it only recommends big hits). One star.

Paramount has a second disc that comes in the collection called **Rock, Rap N Roll**. Yes, it is as lame as it sounds. With this disc you can create your own Reggae, Rock, and Rap tracks! Cool, wow, groovy... not. Young children might get a kick out of hearing steel drums and automatic weapon sounds when pressing the keyboard, but for most users this disc, even with its polished user interface, is going to see very few revolutions in the CD-ROM drive. I think the concept of a disc that lets you put together simple tracks has potential, but this disc doesnt come close. If you do happen to like this disc you can order more styles of music from Paramount. Hey! Look they even put a coupon and phone number in the instruction book! Imagine that. One star. Young children may like it.

Arts & Letters War Birds is an interesting hybrid of a disc. Its main function is as a Windows drawing program (picture a souped-up PaintBrush). It also includes a bunch of clip art and sound files. A third part is a mini-multimedia presentation of the history of flight. As you might have guessed, this gets a little confusing. When you first start playing/working/experiencing this disc it gets frustrating. The program really doesn't give you any direction. You get dumped in the painting program after seeing a War Birds splash screen and the rest is up to you to figure out. You can do some drawing, get a menu of clip art available, or look up descriptions of planes while hearing sounds of them. The sounds and drawings are OK, but there are no pictures or movies. I would say the best use of this disc is for using the clip art in another program, which is what I did. One star.

Sherlock Holmes Consulting Detective is probably the best thing included in the collection. Although the graphics are strictly 1986 quality, the full motion video clips and interesting plot make Consulting Detective a worthwhile play. Instead of trying to force you through the story, they give you a directory of people and places. You can then drag directory items over action icons. For example, you can visit a person or place by dragging an item onto the horse and carriage icon. This usually results in a video clip filled with read-between-the-lines information. Each time you get additional information your score goes up a couple of points to let you know you're on the right track. When you think you know who committed the crime, and their motive, you can click on the gavel icon to make your guess. The program is not polished but it shows some potential. Simple, interesting, take lots of notes, and have fun. Sherlock Holmes Consulting Detective gets two stars.

Sitting around your computer with nothing to do? Need wholesome Christian songs the whole family can enjoy? Wait no more. The ***PC Karaoke Sing-Along With Family Fun*** *disc lets you sing along to some of your all time favorite uplifting songs... like... Michael Row the Boat Ashore... Amazing Grace... He's Got the Whole World in His Hands... how much would you pay for this collection? Don't answer yet, there's more!!! Included with your disc are all American classics like the Yellow Rose of Texas... Oh Suzannah... Camptown Races... and, who could forget everyone's all time favorite On Top of Old Smokey!!! How much would you pay now to own this classic collection? Act now and well even throw in the Battle Hymn of the Republic AND Home on the Range! How much is all this worth to you? Uh, not much. No stars.*

The **Two Thousand Fonts** disc that comes in the 5ft10Pak holds—you guessed it—over 2,000 fonts. Guess what. I have no use for 2,000 fonts. Thanks anyway. Maybe if I was a graphic designer I would care, but I'm doing fine with the basic ones that came with my computer. Maybe two stars, but only if you have a need for additional fonts.

The Devaluation of CD-ROMs. The 5ft10Pak, and the knock-offs that have begun to spring up recently, are a real problem for the Multimedia industry. First off it devalues the whole industry by making consumers think that discs should only cost $3.50 each. There is no way any company could make enough money to produce a quality game like Doom, Tie Fighter or Myst without making much more per disk. Granted, some discs are pricy, $60 - $100 for a CD-ROM is a little abusive in many cases. The happy medium probably lies in the $20-$30 range. I would feel OK with paying $25 for any of the products that have received over 3 stars in the CyberSurfer. Any more than that I would have to think about it.

The main problem with the 5ft10Pak is that the discs are generally so bad that many newbies may get discouraged from buying future titles. None of the discs that come with the 5ft10Pak can compare to the latest products by companies like Medio (Vietnam, Jets, JFK), LucasArts (TieFighter, X-Wing, Rebel Assault) or Voyager (Spinal Tap, Maus, Hard Days Night). Consumers would be better served buying one of the discs we rate at 4 stars or more, than getting 10 discs that are all less than three stars.

The Information Superhighway to HELL

by Kraig Kujawa

Manufacturer Recommended System Requirements:

- Multimedia PC (386SX 33MHz)
- 560 K fo free RAM
- 20 MB free disk space
- VGA video board; 1 MB of RAM; VESA compatible
- CD-ROM drive
- Sound Board

Publisher	Gametek
Phone	800-GAMETEK
E-Mail	gametek@aol.com
Street Price	$49.95

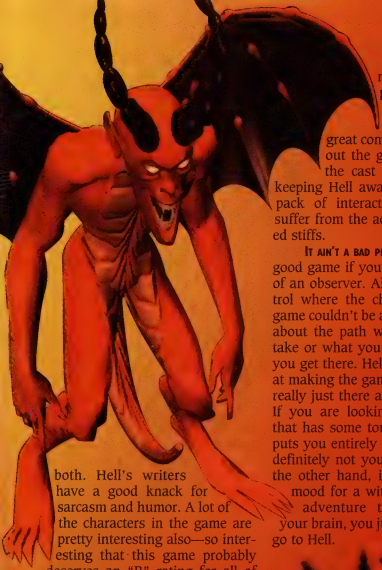
Ever since the CD-ROM boom "Interactive Movies" have become the new genre for software manufacturers to experiment with. Hell is a unique interactive movie, as it has a very interesting blend of movie qualities and interactive game play. This is not to automatically say this is a great game, but instead that it is indeed something different.

Going down? Hell puts you in control of Rachel Braque and Gideon Eshanti, two cyberpunks that have been targeted by "The Hand," an evil government organization out of control (probably the offspring of the IRS). Unfortunately, they don't know why they have been put on The Hand's hit list, and the process of finding out is only part of this game's story line. The story takes a few turns here and there, and eventually has you running missions into the depth of Hell itself. You even slay a few demons here and there. It sounds wacky, but it wouldn't be fair to explain it, after all, it would be like revealing the end of a movie.

Hell has an odd brand of interactivity to it. The game has an interface like an adventure game—you point and click on objects that you wish the move or put into your inventory. You can also move your characters around different on-screen locations. These locations can be changed by choosing different places on multiple maps. The odd part of the Hell interface begins when you choose to interact with other characters in the game. Instead of choosing what you want to ask the characters, Hell turns into a movie, and you watch the conversation take place once you engage the person. These conversations can be very long, but they are often entertaining . Unfortunately, these long lines of dialog practically solve every puzzle in the game, and even tell you which location to go to next. Not much is left up to your wit or cunning. As a result, the puzzles within this game aren't very challenging at all, and most of them consist of just finding the right person on the map to talk to. There are also times within the game that you must fight other characters. Interaction is almost nonexistent as all you must do is have the appropriate weapon in your inventory. Depending on whether or not you possess the appropriate weapon, a long, non-interactive, mundane battle scene is shown that ends in victory or death.

Demonic déjà vu. Hell's graphics are impressive, and they are very good at expressing the dim, futuristic, cyberpunk-ish mood of the game. The 3-D rendered animations of the talking characters are eye-catching. Unfortunately, these 3-D animations are very short, and they are looped repeatedly until the character finishes their dialog. Although this works well for short, snappy lines, it looks a little ridiculous when someone rants on for a minute or two repeating the same body gestures over and over.

The overall effect makes you feel that you are talking to a puppet. Of course, to have a interactive movie work well, you have to have both good writing and actors. For the most part, Hell has



movie lunatics, to play the character "Mr. Beautiful," who serves as great comic relief throughout the game. The rest of the cast is also effective, keeping Hell away from the large pack of interactive movies that suffer from the acting of untalented stiffs.

It ain't a bad place to be. Hell is a good game if you wish to be more of an observer. Although you control where the characters go, the game couldn't be any more obvious about the path which you should take or what you should do when you get there. Hell is very effective at making the gamer feel that he is really just there along for the ride. If you are looking for adventure that has some tough puzzles, and puts you entirely in control, this is definitely not your cup of tea. On the other hand, if you are in the mood for a witty, good-looking adventure that won't rack your brain, you just might want to go to Hell.

both. Hell's writers have a good knack for sarcasm and humor. A lot of the characters in the game are pretty interesting also—so interesting that this game probably deserves an "R" rating for all of the sexual innuendo and adult language that is sprinkled throughout the game. This dialog and humorous overtones were played well by the actors that spoke the large amount of dialog in Hell. They even got Dennis Hopper, the patron saint of

HELL IN BRIEF

PROS: Great visuals and acting throughout the entire game.

CONS: The game is far too easy for the average adventurer.

Sound & Music	Exceptional
Video & Graphics	Outstanding
Game Play	Average
Plot	Entertaining
Replay Value	None
Difficulty	Easy

They even got Dennis Hopper, the patron saint of movie lunatics, to play "Mr. Beautiful."

WOLF

unleash the animal within

by LINDA SHARAR

If you belong to the category of people in this world who are both true wildlife fanatics and CD-ROM addicts, you may fall deeply in love with this strategic game. If you don't, then you and I both could probably leave this one on the shelf. I was a little concerned when I read the cover of the packaging: "In this wildlife adventure, you're a wolf. Will you survive? Your instincts will decide as you hunt, fight, mate. You animal, you."

RARE, MEDIUM OR WELL DONE? Was that supposed to get me excited? Perhaps. Or maybe I am supposed to recognize the potential educational impact. Learning the lifestyle of a wolf by playing its part, you will get to track down all kinds of prey, attack it, eat the dead carcass (oh, I bet you can't wait!) and move on before getting shot by the hunters at large. Choose when and where you will assert your dominance over the pack, or mate with a wolf of the opposite sex (whatever floats your boat). The weather changes as you move around, days pass and nights pass and the seasons change. We're talking full-fledged nature replication here.

Each wolf (you get to pick which kind you will be) comes with its own set of strengths and weaknesses. You have function keys with which to use your wolf senses—and if you neglect to use them, you'll be dead in minutes. Either you will get shot by a hunter because you didn't keep an eye out for him, run out of fuel because you haven't eaten lately, run out of water because you couldn't find a drink or run out of energy because you refused to rest. The death of the wolf is a rather depressing scene. Lucky for us, Sanctuary Woods has prepared a detailed movie clip illustrating this event. You will know instantly you're a dead wolf when you see him rolled up on the ground, giving the last signs of life as he slowly closes his eyes on the world. Either it will make you cry, or, if you're one of those neurotic hunter types, you might really get into it. I found it unappealing in any case.

SPEAR AND MAGIC HELMET. As a game, Wolf is boring. Although it moves along, there is not much incentive to keep going. You don't win anything and you don't get points for playing well. You just get to keep living—keep being a wolf. After you have figured out how to stay alive, you can make the game harder by increasing the number of hunters, decreasing the quantity of prey and selecting tougher weather conditions, but that really

"In this wildlife adventure,
you're a wolf.

Will you survive?

Your instincts will decide
as you hunt, fight, mate.

You animal, you."

doesn't make it much more fun. The strange thing is that Sanctuary Woods obviously anticipated people really getting into this game. They have included a complete simulation option, which allows you to test your ability at each specific wolf skill before you venture into a multitasking scenario. For example, I could practice the single task of "kill the rabbit" (which got me singing like Elmer Fudd, instantly) and could repeat the simulation many times without any distractions, before venturing into a full-fledged scenario where I would have to be alert to hunters, changes in weather, my hunger and other wolves. And believe me, I became very good at killing that rabbit, thanks to the simulation option! That will come in handy one day, I'm sure.

Why Wou? The premise of Wolf comes across better when taken as an educational experience. There is a huge section of the game called "About Wolves" which will tell you everything you ever needed (and didn't need) to know about this animal, with graphic multimedia illustrations. I found it interesting, but only so much as maybe a post-lunch college course on natural wildlife. I must say, I now understand the body language of the wolf, mating patterns, wolf-pack hierarchies, hunting techniques and much more. Maybe if your kid brother or sister is getting into wolves for a school project or something, this ROM could be the perfect gift. You never know.

And his hair was perfect. I know I'm being hard on this game, so I'll make a couple of concessions for those of you who might like it. The game is well organized. All of the functions are easy to activate and the game moves smoothly and seamlessly. Also, the sound effects are excellent. It is one characteristic that makes being a wolf kind of cool. Like, if you make your wolf howl, you get to hear all of the other wolves in the area howling back at you. If you succeed in tracking down some nice prey, like a moose or cow or something, the sounds of the chase are so real that it might even make your heart pound a little.

So, I will credit the creators of Wolf for their structural programming and sound design. But I have complaints with respect to most other aspects of the game. The background graphics are average. The videos are slow-moving and they unnecessarily detail the most gory scenes of the wolf experience. The plot, well—what plot? I suppose if you look at Wolf as an interactive educational program, it serves its purpose. But as a game—I just don't get it. •

Manufacturer Recommended System Requirements:

- 3866X 33MHz
- 600 K of free RAM
- 2 MB free disk space
- DOS 5.0 or higher
- VGA graphics
- CD-ROM drive
- Sound Blaster or compatible

Publisher	Santuary Woods
Phone	415-286-6000
Street Price	$39.95

Wou: Hunt or Be Hunted

★★

PROS: Wolf is educational and easy to play. You really do get the gist of being a wolf.
CONS: Unfortunately, being a wolf is just not very exciting to most people.

Sound & Music	Exceptional
Video & Graphics	Average
Replay Value	None
Interface	Effective
Game Play	Average
Difficulty	Moderate

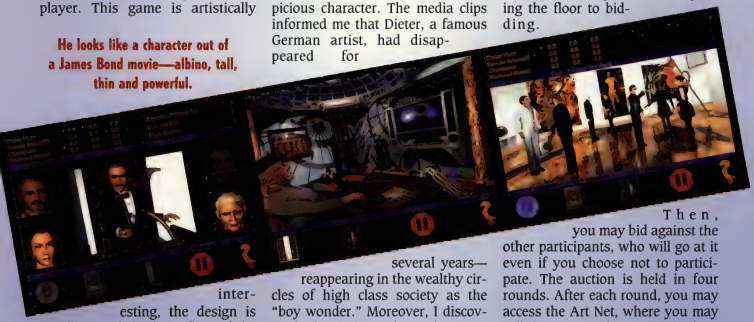
MILLENNIUM AUCTION

(going once, going twice)

by LINDA SHARAR

Do you like fancy art auctions? Do you want to learn how they work? Well, here is a game devoted to the study of this leisure activity of the elite. I suppose it has the same kind of draw as a game of Monopoly. It combines money, power, gossip, mass-media and high art in a strategic drama in which you get to be a player. This game is artistically interesting, the design is excellent and the logic flow of the game is complex. However, it takes an intense amount of study throughout the game and a basic curiosity of the skill of trading art to appreciate Millennium Auction. Unfortunately, there are not enough motivating factors in the game itself to make that process worthwhile.

He looks like a character out of a James Bond movie—albino, tall, thin and powerful.



GETTING TO KNOW YOU. At the start of the game, you get to choose which one of several interesting characters you will be. You are given access to confidential files where you may check your bank reserves, find out your character's history, read press clippings, magazine blurbs and learn about your role in society. For example, I took the role of Dieter Haas. Checking into Dieter's file in the infocom room, I learned that he had a suspicious character. The media clips informed me that Dieter, a famous German artist, had disappeared for several years—reappearing in the wealthy circles of high class society as the "boy wonder." Moreover, I discovered that Dieter has plenty o' money. He looks like a character out of a James Bond movie—albino, tall, thin and powerful. Each of the characters you will choose from has distinguishing qualities and some newsworthy appeal, as did my character Dieter.

RUBBING ELBOWS. When you have completed registration as a bidding participant, you may proceed into the gallery. You will overhear and participate in conversations with other bidders at the auction house. This will help fill you in on the gossip about the items to be auctioned and the other bidders. You may also access the Art Net—an online service in the auction house that lets you browse through the various auction pieces, find out their net worth and which parties are most interested in their purchase. Once you have finished strolling through the gallery, you may stop into Zeke's room (Zeke is the janitor), where you may read his newspaper, watch the television news and listen to the radio to pick up any last minute tid-bits of information which may pertain to the impending auction.

When done collecting all necessary information, you may move on to the bidding room, which is actually fun. The auctioneer will show you each piece before opening the floor to bidding.

Then, you may bid against the other participants, who will go at it even if you choose not to participate. The auction is held in four rounds. After each round, you may access the Art Net, where you may sell items you have acquired or walk around the gallery and Zeke's room to pick up even more information. Then it's back to the bidding room for more. In the last round of the auction, I was surprised when, after obtaining three pieces of art, including the original Mona Lisa, I was allowed to bet 20% of my original holdings. This

Manufacturer Recommended System Requirements:

- 386DX 33MHz (486/33 Rec'd)
- 4 MB of RAM (8 MB Rec'd)
- Windows 3.1
- 10 MB free Hard Disk space
- Super VGA Graphics
- CD-ROM drive (2 x CD-ROM Rec'd)
- 8-bit Sound Board or better
- Mouse

Publisher	Eidolon, Inc.
Phone	718-884-1981
Street Price	$24.95

allowed me to win one last work from the others.

Bidding in your sleep. I found Millennium Auction to be an interesting game, but nothing I would lose sleep over if I didn't get around to finishing. An especially odd aspect of the game was that I was able to play through the entire game without really paying close attention to details and I still ended up winning. That just doesn't seem right. I would think that, like in a good strategic game, if you don't keep your wits about you at all times, you should lose. Part of what makes a CD-ROM game fun is how challenging it is. But Millennium Auction was just too darn easy. Why would you want to play again? •

Millennium Auction Brief

★★☆☆☆

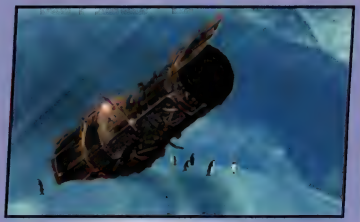
Pros: The overall design is great. The plot and concept are unique.

Cons: The game itself isn't really challenging and at times can be a yawner.

Sound & Music	Average
Video & Graphics	Outstanding
Plot	Decent
Replay Value	None
Interface	Effective
Difficulty	Easy

Next item up for bid...

Hubble Space Telescope (1991)



The Dance at the Moulin de la Galette, Pierre-Auguste Renoir(1876)

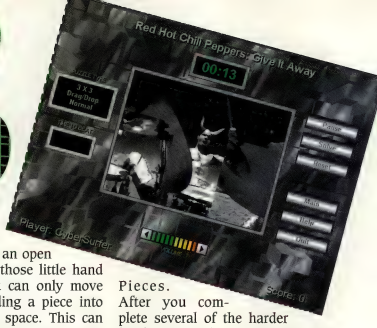
J. Edgar Hoover Photographs (1955)

French Guillotine (1793)

Clinton Saxophone (1963)

VID GRID

by JASON McCABE



VidGrid is an updated version of the classic "rearrange the picture" puzzle game using moving video clips instead of still pictures.

The goal of VidGrid is to unscramble the mixed up pieces of a music video before the video ends and time runs out. You move the pieces by dragging and dropping them with your mouse. The disk holds 9 videos by artists including Guns 'N Roses and Peter Gabriel. When you start the basic Drag and Drop game the video screen is broken up into nine pieces (3x3). When the pieces are all placed in the correct order you are rewarded by a nice sounding "ding." Easy enough, right? Not so fast. The screen can also be broken up into 16 (4x4), 25 (5x5) and 36 (6x6) pieces!

If the Drag & Drop games become too simple you can select one of the more challenging puzzles like Perfection, Slider or Random Corners. Perfection is the same as Drag & Drop except that the video will re-scramble if a piece is dropped into the wrong position. In Slider the bottom right piece of the puzzle is removed to create an open space. Much like those little hand held puzzles, you can only move the pieces by sliding a piece into the open space. This can get quite difficult with the larger puzzles. Random Corners is the same as Slider except that the open space is not necessarily from the bottom right corner—it could be any corner.

All of the games can be played as Normal, Upside Down or—for the truly insane—with Inverted Pieces.

After you complete several of the harder levels you will be rewarded with the hidden video—Nirvana's Smells Like Teen Spirit. From what we understand of the situation, Nirvana was signed up for the project early on. After Kurt Cobain's suicide the band pulled out. The producers of VidGrid came back with a proposed solution. The Nirvana video would only be accessible if you had reached the highest level of the game—like, you know, reaching Nirvana. The band agreed as long they would not be mentioned anywhere else on the product (the packaging, online help, etc.). Sounds like they did the right thing.

Word has it that Jasmine Multimedia will be releasing a cartoon, country music and a classic Hollywood version of the VidGrid later this year. ●

Manufacturer Recommended System Requirements:

- 486SX 25MHz; Windows 3.1
- 4 MB RAM; VGA Graphics
- Sound Card; CD-ROM Drive

PUBLISHER	JASMINE MULTIMEDIA
PHONE	818-780-8668
STREET PRICE	$29.95

PROS: You're never going to get to the point where you say this game is too easy.
CONS: Watching the same videos over and over again can get monotonous.

VIDEO & GRAPHICS	OUTSTANDING
SOUND & MUSIC	EXCEPTIONAL
REPLAY VALUE	FREQUENT

AOL: THE NEXT HEAVYWEIGHT CHAMP?

by JASON McCABE

America Online is fast becoming the most successful commercial online service in the world. They reached 2 million subscribers by the beginning of March. With a growth rate of 400% for the previous year they'll have a lot more by the time you read this. They are still not the largest. CompuServe has an estimated 2.5 million members, but they may soon be chasing AOL's taillights.

Having struck strategic deals with giants in the entertainment, financial, telecommunications and computer industries AOL is definitely riding a wave. AOL's growth over the past year has been nothing short of amazing. During the last months of 1994 they were growing by over 130,000 new subscribers per month! There are, however, a few hurdles in AOL's path to becoming the dominant online service. How will AOL cope with the explosive growth of the Internet, a nagging image problem and constant growing pains? Not to mention what's lurking on the horizon: Big Bill and his online info party.

Before we start, let's examine how AOL achieved its success. A combination of the right interface and the right content has been AOL's secret of success. AOL has nabbed some very impressive content over the past year including MTV, the Superbowl, Intel, Business Week, The New York Times, ABC, NBC, Disney and Spin magazine to drop a few names. Why have so many content providers gone online with AOL? Simple—AOL is the easiest online service for users and, for that matter, the executives at major companies to understand. You want information on weather, click the sun icon. For information on music click the music icon—what could be easier? No IRC, FTP or Gopher here. Everything is explained in plain English in a snappy little program that fits on one disk! The new version even talks to you: "Welcome," "Goodbye," "You Have New Mail" and "Download Complete" all help to create that "warm fuzzy" feeling that new users crave.

Busy signals and phones that keep on ringing are all too common to AOL users...

AOL remains aggressive in recruiting content providers. One insider from a major film and record company informed us that when AOL first visited them in 1994, they were told that AOL could set them up online for only $40,000 up front and a monthly maintenance charge. A couple of weeks later AOL sweetened the deal and offered to post their information for free and just split the line charge (the $2.95 an hour that users pay). Obviously AOL is savvy enough to realize that they need the right content to establish themselves, and how much they make in the short term is not as important as who has developed the best content five years from now.

The Internet is the major threat to AOL, and it's only going to be a bigger thorn in AOL's side. With Internet software getting easier to use and with service providers who do nothing but get you on the Internet springing up all over the place, people are starting to wonder if they need AOL.

AOL is taking the Internet threat seriously. They're already providing basic Internet access and have made several acquisitions which guarantee they will be a player on the Net. AOL is betting people will want the ease of a self-contained online service and access to the unruly Internet.

AOL has been on a $60 million buying spree for the past year, snatching up three major companies with Internet experience. Each purchase is a strategic move designed to help AOL improve their basic and Internet services. One company, BookLink Technologies, is the creator of an advanced Web browser. It makes sense that AOL would buy this company since it's trailing behind Prodigy (and many other smaller services) in provid-

...as are stories of aggressive censorship and instant terminations.

ing access to the World Wide Web. The graphical Web is the most popular and fastest growing Internet destination.

Another company, Advanced Network & Service Inc., created the vast fiber-optic backbone for the Internet. Hopefully this will help AOL deal with its growing pains. Busy signals and phones that don't pick up are all too familiar to AOL users. They are also a constant theme in e-mail messages from Steve Chase, the president of AOL. Almost every one of his monthly e-mails starts with apologies for service interruptions and the promise of more reliable service.

Even if AOL provides complete Internet access there is going to be major competition from smaller companies who charge as little as $35 a month for unlimited access to the Internet. For instance, the acclaimed Pipeline software we reviewed last issue is being rolled out nationwide as part of PSINet. AOL doesn't even have a flat rate yet, which is becoming deciding factor for users. AOL may become the top online service, but it's unlikely that they will keep the 1/3 slice of the online pie they have today. Other service providers will be constantly eating away at AOL's market share, even as AOL continues to grow.

The one wild card facing AOL, and the rest of the online world, is the upcoming (theme from 2001 here) MICROSOFT NETWORK. (Lesser touted competition is also on the way from AT&T.) Access to the MS Network is included with Windows 95, the highly anticipated replacement for MS Windows, which is supposed to be out by the end of the summer (don't hold your breath). While the MS Network is still waiting for its first user it is already considered a significant force in the online world. They have already had success in getting major content providers to sign on. It has been foolish to underestimate Bill Gates and Microsoft in the past and probably will continue to be foolish (IBM, check your messages).

Pulling away from the pack, AOL adds over 100,000 users monthly...

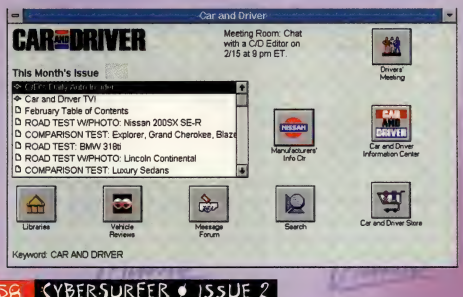
...but will they stick around?

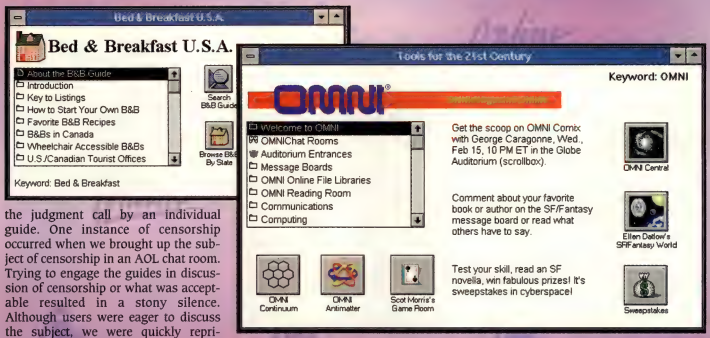
However, 1995 will still be AOL's year. There are too many variables affecting the MS Network to make it a serious contender before well into 1996. The only way to attach to the MS Network is with Windows 95 (which has already been delayed). Microsoft has yet to announce a way to connect with today's operating systems, including their own Windows 3.1. So before a user can even join the Microsoft Network it must be up and running, Windows 95 must be released and users must upgrade. Critical mass won't be reached for at least a year after Microsoft delivers. All of this is complicated by the fact that Microsoft is still staring down the barrel of an anti-trust suit. (Could we be seeing the prospect of a bunch of Baby-Bills?)

AOL may be its own worst enemy when it comes to keeping their users. Having set themselves up as a mainstream family oriented service has resulted in a reputation as a newbie hangout and as an aggressive censor of its own customers. These factors pose a major problem if AOL wants to keep the 100,000 who sign up every month. As online consumers become more savvy they also become more fickle. Reportedly over 30% of the online community changes services every month. The challenge for AOL will be to keep these accounts.

Is censorship the way to keep users? AOL has a well-deserved reputation as an overactive censor. So well established is this reputation, long known to users, that it has been written up in The New York Times (a reporter logged on one morning to find that his 11 year old daughter had gotten him thrown off). After three violations of AOL's "Terms of Service" a user's account will be terminated. The TOS are very broadly defined, often leaving it up to AOL's individual (and overly sensitive) guides—employees of AOL who monitor public communications—to make the call. These calls can be highly idiosyncratic and capricious, as we found out. AOL will not release the number of users it has disciplined. CompuServe, which uses a policy of user self-policing, reports "less than ten" instances of having to discontinue service in the past two years. This policy, irritating to some, is probably be highly attractive to parents who want their kids to be up to date technologically and under control morally and, therefore, on balance a winner for AOL. But it can be awfully silly. What were crimes of that reporter's daughter? One was typing "Everyone who thinks Guide EOR is a goody-goody, type 1." Of course the screen filled with ones instantly.

Two of our staff members have found out first hand what constitutes an AOL crime. We are not just talking about AOL's obvious need to control, say, the extreme example of pornography or criminal activity or users being harassed, but whatever AOL considers disruptive. This usually comes down to





the judgment call by an individual guide. One instance of censorship occurred when we brought up the subject of censorship in an AOL chat room. Trying to engage the guides in discussion of censorship or what was acceptable resulted in a stony silence. Although users were eager to discuss the subject, we were quickly reprimanded by no less then three AOL hall monitors that came to the rescue of the chat room and demanded that we terminate the discussion. When we refused and accused the guides of censorship they immediately knocked us off the system and gave us a TOS violation for "room disruption." After logging back on and rejoining our companions we received another violation. This one was for pretending to be another person: the guide himself. We stated that we would now "act as the guide and tell people when they were misbehaving." The guides were not amused by our little role playing exercise. It seems that the guides have the tendency to get touchy and abuse their powers to give out infractions and knock users off of the system.

A user's only recourse after getting thrown off of AOL is to send or fax an "apology letter" (no phone calls or e-mails) to the TOS board. (Tearing your clothes and covering yourself with ashes is optional.) When we revealed that we were writing an article on AOL we got to speak with a senior VP of communications about our transgressions. She agreed that we had not violated the TOS, and that the guides needed to be reacquainted with them. She said that we were unjustly banned and she apologized. Our account had been reinstated and we were left with a parting warning "not to cause any more trouble." I wonder what would have happened if we were ordinary users?

The other aspect of AOL's image problem is "cyber-squareness." On the Internet having an AOL extension at the end of your mailing address is the equivalent of having one of those "Student Driver" signs posted on top of your car at the Indy 500. Many AOL users have galloped into the Usenet groups leaving a trail of basic questions and single line messages like "I agree 100%!" or "Yes," only to find their mailbox filled with flames from frustrated Net users.

While kind of behavior is quite acceptable on AOL, it is not tolerated by the sometimes ornery Net community. The big problem is that AOL unleashes there users into the foreign culture of the Internet without knowledge of netiquette. AOL should take the time to explain to their users the cultural difference between the two worlds. For instance they could explain to users, particular new ones, to add to the quality of the discussion, not just inflate the quantity. If everyone in a Usenet news group were to respond to a particular message with a single line comment, then there would be over 10,000 new messages to go through the next day. Not to mention the fact that the waste of precious bandwidth.

Even with their problems, AOL is poised to stake their claim as king of the online hill, and they will certainly be the hottest commercial online services for at least the next year. They will probably be the first choice of the hordes of people who will go online for the first time in the coming year. Their model as an all-purpose online service that encompasses many different niches in their span will serve them well with mainstream customers. Wall Street seems to think so, too. As we went to press AOL has jumped to record levels as plans for expansion into Europe were announced. It will be interesting to see how the game plays out a few years down the road as the Internet explodes and Microsoft and other competitors join the fray. Will AOL be merely the place to get your feet wet before swimming into the deeper waters of the Internet or is AOL on its way to becoming as entrenched in the public's mindset as ABC, NBC and CBS? Stay tuned. •

AOL will hold the championship belt in 1995...

...but Big Bill has a legitimate shot at the title in 1996.

DOWNLOADS

The Best of Shareware and More

by F. Scott Kilroy

Since our last issue, I've spent all my free time looking for and playing games that have no socially-redeeming value. I've realized that all I really want to do is blow stuff up. So if your looking for games that require patience and the ability to reason, wait until next issue. By then I'll probably have this aggression thing out of my system. Just so you don't think that I'm a total barbarian, I took some time out from the carnage, and destruction to find a really intelligently designed utility program. I also reviewed one "phone game," that is a program that is only interesting if you're on the phone. It can't be so overwhelming that it distracts you from the conversation. I also reviewed the Planet Shareware CD-ROM. This is an alternative to downloading and should be considered by anyone who spends most of their online time waiting for files to be transferred. As always, if you find anything that you think should be in this column, send it to: FSK@MOREBBS.COM

More thoughtfully designed than what passes for commercial software today.

HERETIC

by Id software IS IT "id"
Demo
$40 for full version

If you're looking for the most intense, mind-numbing game on the planet, download Heretic.

Heretic is the most addictive game to hit shareware since DOOM. This isn't surprising since Heretic was created by Id software, who (as we all know) is responsible for bring the bloodfest known as Doom to practically every computer in the world.

Heretic isn't just the same old Doom repackaged with a new WAD file. Heretic is similar to Doom in that you kill bad guys, pick stuff up and try to stay alive against overwhelming odds. Heretic looks different than Doom, instead of aliens inhabiting a futuristic world, the setting is medieval, with flying ghouls attacking you from ever direction, including above. The main difference that sets Heretic apart from Doom is that you have more control over your character. You can now look at your surroundings from any angle, you're no longer trapped at eye-level and get look up or down if that's where you think the next creature is lurking. Another big change between this game and Doom is that at certain points you get to fly. This is Doom without walls, (or floors for that matter). This is a whole new world, that I didn't even know could exist. Heretic is the smartest

Heretic—At certain points you get to fly—this is DOOM without walls.

"dumb-action" game I have ever seen. It puts all other games to shame, this is shareware that is more fun to play, and more thoughtfully designed than what passes for commercial software today.

Heretic Cheats

QUICKEN - God Mode.
RAMBO - All weapons.
GIMME - Artifacts (a-j) (1-9).
RAVSKEL - Keys.
RAVMAP - Map.
KITTY - Clipping mode.
ENGAGE - Level Warp.
PONCE - Health.
SHAZAM - Power up mode.
MASSACRE - Kills ALL monsters on the current level.
COCKADOODLEDOO - Turn yourself into a chicken.
TICKER - Turns on devparm mode - ravpic at startup and use F1 for screen shots.
Use These At Your Own Risk!!
IDDQD - Instant death.
IDKFA - Lose all weapons and keys.

Evasive Maneuvers

By Exaggerated Software; Crippleware
Registration $15
VGA joystick/mouse; DOS 386

Evasive Maneuvers is the type of shareware I really like, (Although it is Crippleware so you can't use all of its functions). The game takes five seconds to learn, but can be played for hours. The game is reminiscent of Defender, all you have to do is avoid anything that looks as if it could kill you. (It will.) If you get the chance, destroy everything and never slow down. As shareware Evasive Maneuvers comes with one scenario. If you want four more missions, you can have the complete game shipped to you. Evasive Maneuvers is the perfect phone call game.

Demon Car

By Steve Modica; Shareware
Registration $10

This has got to be the simplest and dumbest game that has ever

Evasive Maneuvers—Destroy everything in sight. Never slow down. Never look back.

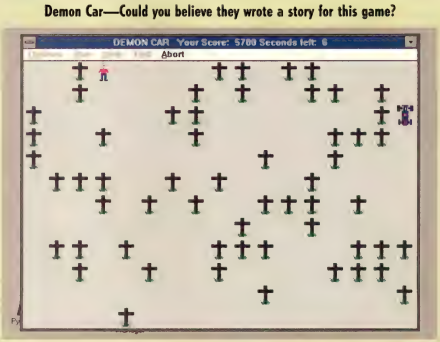
wasted my time. It fits in perfectly with the theme of this issue's column. Demon Car was originally programmed for the Commodore Vic 20 and it shows. This was the type of game I remember my friends trying to create in grade school. You get 70 seconds to drive around and run over people, at 100 points per person. You don't win or lose, you just try to make as many people roadkill before the time runs out. This game is worth downloading just for the overdeveloped back story—about a king who combines his twin loves of driving and killing by creating a demon car. His son inherits the car and invites neighboring kings to a demon car contest.

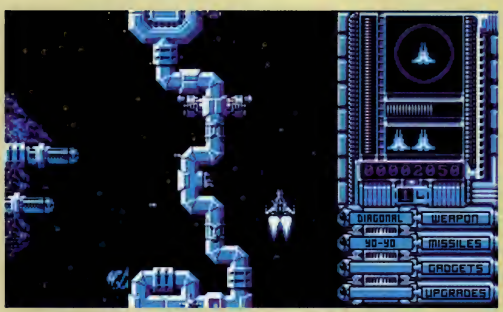
Wincode Version 2.6

By Snappy; Freeware; Windows 3.1
Contact George.Silva@wadsworth.org

Wincode encodes and decodes files so that they can be sent over the Internet as text. This is a well-thought out program that takes full advantage of the Windows environment. You can even "hook"

Demon Car—Could you believe they wrote a story for this game?





Kill everything you see—in Overkill.

Wincode to other programs. This means that you can decode files as soon as they are downloaded, without having to leave your application. Wincode also will zip and unzip files (assuming you have pkzip), at your command. The program is completely free, you can pay $5.00 and have the help file sent you via e-mail, but most of Wincode's features are self-explanatory. If you need to encode or decode files this is the way to go.

Overkill

By Epic Games; Shareware
$30 for Mega Blast Ver.; DOS 386
Contact 70451.633@Compuserve

Overkill won't make you a better chess player and it has nothing in common with Myst. However, if you find yourself becoming easily irritated, and are looking for socially acceptable way to vent your hostility, then this is the game for you. You won't lose any sleep figuring out new strategies, but I doubt you will find a better way to waste the time you could be putting to better use.

This is a fast-paced game for people with sharp eyes and quick reflexes. In Overkill, you pilot a ship and kill everything you see. The concept of bombing aliens back to the stone age has been around since the beginning of computer games. Overkill was able to hold my interest because it demands total concentration from the player. The more skilled you become, the more destructive toys you get. Like all games of its type, as you reach new levels, the amount of forces that oppose you increases. This means you have to collect as many weapons as possible, in order to gain advantage over the oncoming hordes. Overkill is mindless fun at its most basic, and destructive. I expect this game to have a long life on my hard drive.

Planet Shareware CD-ROM

From NSI Multimedia

With all the options available online I don't understand why certain companies still attempt to market shareware CD-ROMs. When my local BBS is one click away, I can't see why I should go to a store and pay money to access shareware files. That said, Planet Shareware is useful for those few people who don't have modems, or want a ton of shareware without paying for the online charges of a major service, such as America Online.

Planet Shareware contains over 600 megabytes of the most recent shareware available. It comes with an easy-to-use interface. They have kept in mind that you will probably want to try out as many programs as possible, with the least amount of difficulty. The interface allows you to do keyword searches, and tag flies just as you would if you were using an online service. The best feature of this disk is that it allows you to preview a program, without permanently installing it to your system. This is especially useful if, like me, you have a hard time keeping track of and removing unneeded file extensions from your Windows system folder. The program does your unzipping for you, which is a major convenience. Planet Shareware's interface is its main strength, and is a major improvement over other disks of this type, that expected you to do file searches from the file manager.

However, Planet Shareware is far from perfect. Even though most of the files are DOS or Windows based, too much disk space is devoted to OS/2 and Windows NT files considering the relatively small amount of people who use those platforms. The biggest drawback, however, is the lack of Visual Basic Runtime drivers. (This is due to copyright restrictions.) This makes the large amount of programs written in Visual Basic useless to anyone who can't get access to the drivers from another source. I would have also liked it if the disk came with some documentation, or at the very least online help.

Overall, Planet shareware is a useful tool for anyone looking for more programs then they will ever know what to do with. It won't fulfill all your shareware needs, but makes up for any shortcomings by providing a quick, simple way to get a hold of shareware. Planet Shareware is most useful for anyone who wants to cut down on their downloading time. •

STAR WARS®

CHROMART™ COLLECTION

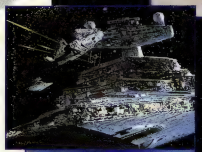
No other space fantasy captures the adventure and excitement of **STAR WARS**. **Zanart Publishing Inc.** proudly presents the **STAR WARS CHROMART COLLECTION** including the spectacular **Death Star** space battle, the brave astromech droid **R2-D2** and reluctant hero **C-3PO**, the villainous **Darth Vader**, the **Imperial AT-AT** attack of the **Rebel base** on **Hoth** and more.

ChromArt Chromium Prints are created for you exclusively by **Zanart**. Each chromium print is developed with the latest patented technology utilizing plastic, foiling and etching to give the illusion of depth on a two-dimensional surface. Measuring approximately 8" x 10", each print comes matted 11" x 14". Officially licensed with **Lucasfilm Ltd.**, a certificate of authenticity is included.

3. IMPERIAL AT-ATs

4. DARTH VADER

5. GOLD DARTH VADER


6. IMPERIAL STAR DESTROYER

Also available: **The STAR WARS TRILOGY MOVIECARDS** includes eight 11" x 14" scenes from key moments in **STAR WARS**, **THE EMPIRE STRIKES BACK™**, and **RETURN OF THE JEDI™**. Order today, these **STAR WARS** products are in your galaxy

NOW!

®, TM & © 1994 Lucasfilm Ltd. All Rights Reserved. Zanart Authorized User. ChromArt is a trademark of Zanart Publishing Inc.

7. STAR WARS TRILOGY MOVIECARDS

Front Cover

Send coupon or copy to: **STARLOG PRESS, 475 Park Avenue South, NY, NY 10016**

Name: . . . . . .
Address: . . . . . .
City . . . . . State . . . . . Zip . . . . .
Visa/Mastercard # . . . . . Sign. . . . . Exp. . . .
Or send check or money order made payable to Starlog Press.

	QTY	EACH	PRICE
1. STAR WARS: RETURN OF THE JEDI		$11.99	
2. STAR WARS: C-3PO and R2-D2		$11.99	
3. STAR WARS: IMPERIAL AT-AT ATTACK		$11.99	
4. STAR WARS: LORD DARTH VADER with LIGHTSABER		$11.99	
5. STAR WARS: GOLD DARTH VADER		$11.99	
6. STAR WARS: IMPERIAL STAR DESTROYER ATTACKS		$11.99	
7. STAR WARS TRILOGY: MOVIECARDS		$11.99	
		Subtotal	
		Sales Tax (California residents only, add 8.25%)	
		Ship/Hand.*	
		TOTAL	

*For delivery in the continental U.S. add $4.50 ea.; overseas delivery add $10.00 ea. All paid orders delivered in 30 days.

THIS IS SPINAL TAP

by KEVIN WHELAN

Is your computer on its way to replacing your TV? Well if the Voyager Company has its way it just might be. PC as VCR. They have already produced full length films on CD-ROM. They have previously brought a few award winning (and hard to find) documentaries on comic books, the space program and poetry to PC. With the release of This is Spinal Tap on CD-ROM for the MAC (a Windows version will be out soon), they are taking a larger step towards "watching PC" by bringing out widely available and widely seen film. In fact the people most likely to buy this, probably already own a video copy. So why bring it to CD-ROM?

a tender moment filled with inarticulate sentiment and basic human stupidity.

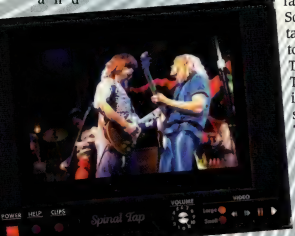
For one thing it is the best parody of Rock and Roll ever. Also the CD-ROM format allows for a bunch a bonus goodies (which are also available on the laserdisc version being released through Criterion). It has alternate soundtracks that let you hear the crew and the actors talk about the making of the movie, commenting on the film as it is playing. Two search features take advantage of the random access available with digital media. You also get a bonus CD-ROM with still photos, deleted scenes, the shooting script and other must-haves for serious TAP fans.

The interface for the disk is a large or small QuickTime box surrounded by an amp which can turned up to eleven (actually overriding your computer's speakers). "Spinal Taplet" allows you to watch the film in a tiny window while doing other work. The usual problems of film on video exist, but this film was never praised for its cinematography. The dialogue is still dead-on funny on your computer.

There's a smart search that allows you to type in any word, such as "Frank Sinatra," "dust for vomit," "tongue" or "armadillos in our trousers" and jump straight to that scene. Another way to jump to favorite scenes is by clicking on a map of the ill-fated Spinal Tap tour.

The bonus CD-ROM is chock full of deleted scenes and outtakes from the first four hour version of the film. The best are Paul Schaffer smashing an egg on his head and a roadie preparing Derek's zucchini—the one he used to pad his crotch. You also get a couple of promotional trailers, one of which is fake "found footage" of a Scandinavian cheese documentary (which oddly enough seems to star the members of Spinal Tap). Probably the best find for Tap fans is the original film incarnation—a twenty minute short: Spinal Tap: The Final Tour. The final script actually contains no dialogue just descriptions of each scene. The scene where they visit to Graceland is described as "a tender moment filled with inarticulate sentiment and basic human stupidity." The alternate soundtracks are very funny and have tons behind the scenes info on Spinal Tap, the band and the film. Reiner was first given $50,000 to write a screenplay and after realizing that no one would have found it funny on paper they simply decided to make the short film. (Reiner ended up directing because he didn't look good in spandex.) They eventually ended up with a partial outline for the script and recruited actors who felt comfortable improvising.

The film company was afraid that people wouldn't be in on the joke and suggested that Rob Reiner "wink at the audience" in the opening sequence. Fortunately this advice was disregarded and the film was allowed to find that precise balance between stupid and clever. Voyager has succeeded in producing a disc that is clever and enjoyable.



Manufacturer Recommended System Requirements:

- Macintosh 68040 25MHz
- System 7 with 3.5 MB free RAM
- CD-ROM Drive

Publisher	Voyager
Phone	800-446-2001
Street Price	$34.95

PROS: Still hysterical. Bonus material has some classic lines. Free guitar pick included.
CONS: Usual PC video quality. Behind the scenes stories overlap. Can't dust for vomit.

Scope	Comprehensive
Video & Graphics	Average
Replay Value	Frequent

SHARE THE VOYAGE!

EXPERIENCE THE EXCITEMENT!

ENJOY THE CHALLENGE!

SUBSCRIBE NOW!

STARLOG

THE SCIENCE FICTION UNIVERSE®

Each exciting issue of STARLOG carries you into the challenging science fiction universe. Subscribe today and share the voyage. Enjoy the incredible convenience of having STARLOG delivered to your home—and SAVE MONEY!!

New and improved coverage explores the latest news, covers movie and TV previews, reveals special FX secrets and presents colorful photographs and exciting interviews with actors, writers & directors.

ONE YEAR SUBSCRIPTION

If you act today and order a one-year subscription—that's twelve big issues—you will also receive a **FREE COLLECTIBLE *STARLOG* BACK ISSUE!** You pay only $39.97, save $19.43 off the newsstand price—AND receive that STARLOG COLLECTIBLE ISSUE absolutely FREE! It's a terrific opportunity!

SPECIAL 6-MONTH SUBSCRIPTION

For a limited time only, STARLOG is offering a special 6-month subscription rate. Order today and receive the next 6 issues of STARLOG—that's one a month. You pay only $19.99—and save $9.71 off the newsstand price.

STARLOG SUBSCRIPTIONS MAKE GREAT GIFTS!

STARLOG Subscriptions

Mark the Subscription Offer that is right for you.

___ ONE YEAR (USA) $39.97
___ ONE YEAR (Foreign) $48.97 (US funds only)
___ When ordering a One-Year Subscription, check here and receive your Free Collectible Back Issue.

___ 6-ISSUE (USA) $19.99
___ 6-ISSUE (FOREIGN) $25.99 (US funds only)

DISCOVER VISA MasterCard

Send cash, check or money order to:
STARLOG COMM INT'L, INC.
475 PARK AVENUE SOUTH
NEW YORK, NY 10016

Method of Payment:
❑ Cash ❑ Check ❑Money Order
❑Discover ❑Master Card ❑Visa

Account No. _ _ _ _ - _ _ _ _ - _ _ _ _ - _ _ _ _

Card Expiration Date: ___/___ (Mo./Yr.)

Your Daytime Phone #: (_____)_____

Print Name As It Appears On Your Card

Street

City State Zip

Signature

Total enclosed: $_____

IF YOU DO NOT WANT TO CUT OUT COUPON, WE WILL ACCEPT WRITTEN ORDERS. Please allow 4 to 6 weeks for delivery.

the SCENE: EXCALIBUR BOARDS

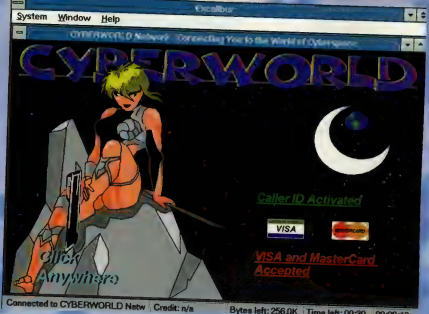
by F. Scott Kilroy

If you haven't experienced a bulletin board system that is running Excalibur, you soon will. At the risk of sounding like another jackass who claims to know what the next big thing will be, I'll stick my neck out and predict that systems featuring Excalibur will dominate the Bulletin Board scene within the next two years.

Excalibur changes the whole way in which you interact with your bulletin board. Small boards running Excalibur have better graphics and more features than the best commercial online service. Any image that can be displayed in Windows can now be viewed in seconds—even while you're transferring files! If, like me, you were amazed at America On Line's interface, Excalibur will make you wonder why you were so impressed. Sysop's who invested in RIP have wasted their time and money. Excalibur blows everything else out of the water. Anyone who experiences this system will want it.

Boards running Excalibur tend to be small, and relatively new. Many Excalibur boards only feature two lines, and have been up and running for less than a year. This doesn't mean that the boards are run by newbies, many of the Sysop's I talked to have been exploring Cyberspace for years. They just didn't feel the need to start a board of their own until Excalibur enabled them to create truly unique systems.

The following is a very random list of BBS that run Excalibur software. Since their are hundreds of Excalibur boards around the world I wasn't able to call all of them. Of the ones that I called these are the ones that I called back.



Cyberworld Network

(201) 261-3121

Sysop: Stephen Krause

Cyberworld Network is a two-line system that is in a constant state of construction. Sysop Stephen Krause is a self-described perfectionist who is always finding something new to add to his board. Cyberworld features the services that you would expect on any good board, Internet e-mail, theme based areas, game doors and truly amazing graphics.

Cyberworld started out as a meeting place for fans of japanese Anime art, but quickly grew to feature other forms of computer art, as well as, more typical BBS services, such as shareware files. Stephen is responsible for all the images that are on display at Cyberworld, he has an almost fanatical devotion to making his board the best looking of all the Excalibur systems. Stephen in his own words is "trying to create worlds that people will enjoy exploring", even at this early stage of his board, he has succeeded.

Get the best bang for your software buck in...

CyberSurfer™

The Magazine of Entertainment and Technology

• You finally got that multimedia computer you've always wanted—now what are you going to do with it? CyberSurfer Magazine is your guide into the technology of tomorrow!

YOU'LL FIND:

•News• Feature Articles • Reviews of the latest CD-ROMs • Video Games • Online Services (America Online, Delphi, CompuServe) and the Internet, •Virtual Veality • Music • Emerging Technology and Hardware.

CyberSurfer tells you which games are worth buying and which ones BYTE! All reviews include ratings based upon sound, graphics, game play and overall value.

CyberSurfer **is published quarterly. Subscribe for one year for only $16.97**

SUBSCRIBE TODAY! SAVE 14% OFF NEWSSTAND PRICE!

Another Exciting Publication From STARLOG GROUP, INC

CYBERSURFER Magazine

One Year Subscription
(4 Issues) - $16.97

___Yes! Please enter my subscription for one year!

Method of Payment:
❑ Cash ❑ Check ❑Money Order
❑Discover ❑ MasterCard ❑ Visa

DISCOVER VISA MasterCard

_ _ _ _ _ - _ _ _ _ - _ _ _ _ - _ _ _ _

Account No.

Card Expiration Date:_____/_____ (Mo./Yr.)

Your Daytime Phone #: (_____)_____

Total enclosed: $_____

Print Name As It Appears On Your Card

Street

City State Zip

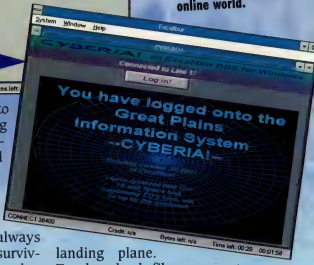
Your Signature

Send cash, check or money order to:
STARLOG GROUP, INC.
475 PARK AVENUE SOUTH
NEW YORK, NY 10016

IF YOU DO NOT WANT TO CUT OUT COUPON, WE WILL ACCEPT WRITTEN ORDERS. Please allow 4 to 6 weeks for delivery.

The Board with No Name is a home for vagabonds in the Rotten Apple.

Cyberia has a Sysop who seems to be dedicated to making this one of the most interesting and opinionated places in the online world.



The Board with No Name

(718) 760-0921

This self described "home for vagabonds, in the Rotten Apple", is an excellent board for download junkies. This board features over 65 gigabytes of shareware. Shareware isn't the only thing you'll find on The Board With No Name, you'll also find very active conference areas filled with a lot of New York attitude—but a bit friendlier. This board features four lines and they're getting more in order to keep up with the volume of new users.

Cyberia

(218) 773-2350

Cyberia is a two line system that has over six gigabytes of files and a Sysop who seems to be dedicated to making this one of the most interesting and opinionated places in the online world. For example, one of the major topics of interest when I logged on was lawyer-bashing. If you always wanted information about surviving federal prison, or any other legal issues that most people would rather not discuss, then log on and dive in.

What Ever Happened To Arnold?

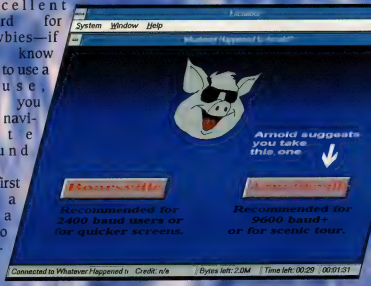
(615) 274-2996

If you're really interested in exploring Cyberspace then check out What Ever Happened To Arnold? This board is designed to take full advantage of Excalibur's graphical capabilities. This is an excellent board for newbies—if you know how to use a mouse, then you can navigate around the system.

When you first log on you have a bird's-eye-view of a town. If you want to check out new features click on the landing plane.

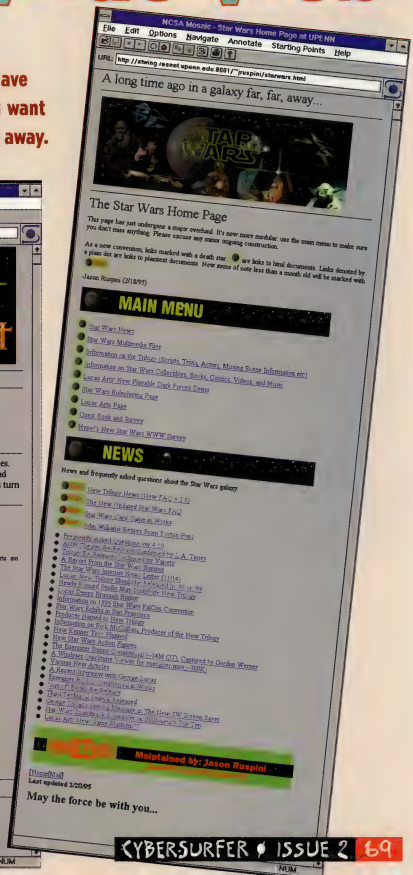
To download files you enter a building and let the elevator take you to the third floor. The online store (you guessed it) looks like a mall. This is a very cool board that is bringing an off-line idea to the online world. What Ever Happened to Arnold? is a glimpse at what all online services will look like in the future.

Next issue The Scene will review your favorite board. E-mail me with the board of your choice at <FSK@morebbs.com>. The person who suggest the most interesting board will get a grand prize consisting of CyberSurfer's own "Virtual Air" and my undying respect. ●

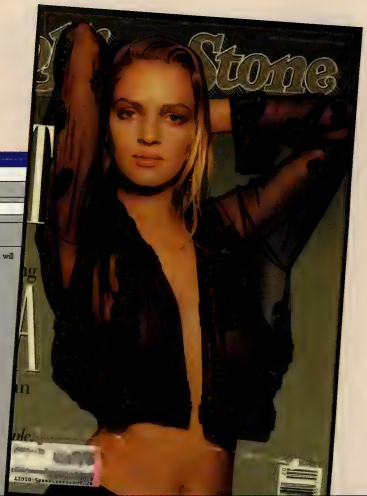


CyberSurfing the World Wide Web

If the first page doesn't have what you need, the info you want is usually just a mouse-click away.



Home pages dedicated to the owner's fantasies are a staple of the Web.



NCSA Mosaic - IMAGES!

File Edit Options Navigate Annotate Starting Points Help

URL: http://www.qualcomm.com/jhough/uma-images.html

A collection of photographs of Uma Thurman.

The thumbnail images below can be clicked on to download the full-size original image. This page will change as I get more images.

Jpeg - ROLLING STONE Cover - May 1989 159k

Jpeg - ROLLING STONE Center - May 1989 159k

Jpeg - ROLLING STONE Pose - May 1989 60k

DETAILS Cover - Dec. 1993 224k

DETAILS article 423k

European

Pulp Fictio

Pulp Fictio

jh@qualcomm.com

NCSA Mosaic - UMA THURMAN Home Page

File Edit Options Navigate Annotate Starting Points Help

URL: http://www.qualcomm.com/jhough/uma.html

In the past, they used to be painted on the sides of airplanes and their pictures decorated locker doors. Today, you know you've arrived as a sex goddess when you have your own home page.

(full size jpeg, 102k)

Welcome to the Uma Thurman Homepage!

This WWW page is a conterpart to the Uma Thurman internet digest. If you would like to join, instructions are here. There are also BACK ISSUES of the digest available.

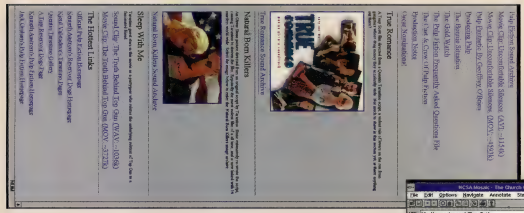
Uma Images
Uma Sound samples
Uma Page on the rec.arts.movies WWW Server which includes a full filmography (nice!).

Authors:
Jason
Ken

NUM

The World Wide Web is also an excellent reference tool.

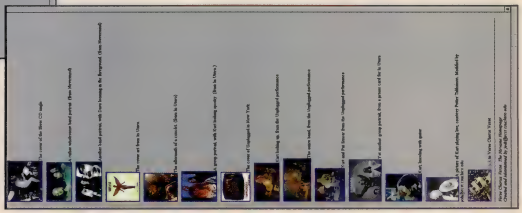
You don't have to be a game designer to figure out why companies are racing to the Web.



The deification of Tarrantino continues apace—by going from video clerk to the halls of the Academy he has been elevated to St. Quentin, patron of film geeks, and has earned his own place of worship.

On the Nirvana home pages you'll find lyric sheets, discographies, photos, articles and interviews.

You won't find any answers.



CyberSurfer Product Rating Index

Title	Issue/Page	Genre	Publisher	Rating
A-KO Screen Saver	2 / 17	Screen Saver	A-KO	n/a
A Hard Days Night	1 / 46	Movie/Reference	Voyager	4
Beastie Boys Screen Saver	1 / 14	Screen Saver	Grand Royal	n/a
Beavis and Butt-head Screen Saver	2 / 16	Screen Saver	Sony Imagesoft	n/a
Blown Away	2/ 18	Interactive Movie	IVI Publishing	4
Criterion Goes to the Movies	1 / 49	Reference	Voyager	3
Dilbert Screen Saver	2 / 17	Screen Saver	Delrina	n/a
Doom II Add-ons	2 / 28	Action/Arcade	Id Software	4 1/2
Earth Siege	2 / 46	Action/Simulator	Sierra	3 1/2
Ephemeral Films	2/ 44	Reference	Voyager	3 1/2
5 Foot 10 PAK	2 / 48	Bundle	Various	< 1 (Average)
Flash Traffic	2 / 40	Interactive Movie	Tsunami	1
Front Page Sports Football '95	2 / 36	Simulation/Sports	Sierra	3 1/2
Gettysburg: Multimedia Battle Simulation	1 / 28	Simulator	Turner Interactive	1
Haldeman Diaries	1/ 24	Reference	Sony Imagesoft	3 1/2
HELL! An Interactive Thriller	2 / 50	Interactive Movie	GameTek	2 1/2
Heart: 20 Years	1 / 20	Music	New CD Music Show	1/2
Jurassic Park Screen Saver	1 / 14	Screen Saver	Asymetrix	n/a
Lode Runner: The Legend Continues	1 / 42	Action/Arcade	Sierra	3 1/2
Microsoft Arcade	1 / 15	Action/Arcade	Microsoft	3
Microsoft Basketball	2 / 34	Reference	Microsoft	3 1/2
Microsoft Cinemania 94	1 / 22	Reference	Microsoft	3 1/2
Microsoft Scenes: Hollywood Collection	2 / 16	Screen Savers	Microsoft	n/a
Millennium Auction	2 / 54	Simulator/Adventure	Eidolon	2
Monty Python's Complete Waste of Time	2 / 30	Entertainment	7th Level	4
MTV Club Dead	2 / 38	Adventure	Viacom New Media	3 1/2
Myst	1 / 32	Adventure	Broderbund	4 1/2
Prince Interactive	1/ 18	Music	Graphic Zone	2
Return to Zork	1 / 34	Adventure	Infocom	3
Sports Illustrated 1994 Almanac	1 / 30	Reference	Starpress Multimedia	2
Star Trek: TNG: Interactive Tech. Manual	2 / 22	Reference	Simon & Schuster Interactive	4 1/2
The Resident's Freak Show	1 / 51	Voyager	Voyager	3
This is Spinal Tap	2/ 64	Movie/Reference	Voyager	4
Tie Fighter	1 / 40	Action/Arcade	LucasArts	4
Under a Killing Moon	1/ 36	Interactive Movie	Access Software	3
VidGrid	2 / 56	Action/Arcade	Jasmine Multimedia	3
Vietnam	1 / 26	Reference	Medio	4
Wing Commander III	2 / 42	Action/Interactive Movie	Origin Systems	4 1/2
Wolf: Hunt or Be Hunted	2 / 52	Simulator	Sanctuary Woods	2
Woodstock 25 Years CD-ROM	1 / 16	Music	Time Warner Interactive	1 1/2
X-Wing Collector's CD-ROM	2 / 24	Action/Arcade	LucasArts	4

Note: Ratings are based on a scale of 5 stars. 4 1/2 - 5 stars are incredible, 4 stars is great, 3 - 3 1/2 stars is good, 2 - 2 1/2 is OK, under 2 is poor. Screen Savers do not get a rating (n/a).

America Online	Commercial Online Service	2 / 57
Delphi	Commercial Online Service	1 / 70
Genie	Commercial Online Service	1 / 64
Pipeline	Internet Service Provider	1 / 59

Coming attractions

Siliwood is still going strong. Movies are spawning CD-ROMs; CD-ROMs are spawning movies; movies are acting more like video games; and video games are becoming more like movies. Obviously not all of these titles are going to work, but it will sure is interesting to see what comes next.

Tsunami (makers of **Flash Traffic**) is gearing up for the release of their latest game, "**Silent Steel**" in May. It's a submarine techno-thriller in which you're the captain in a post-Cold War search-and-destroy mission. Street price for the four CD-ROM game should sell for $ 50.

The latest **Hellraiser** movie staring **Pinhead** "**Hellraiser IV: Bloodline**" will be released at the end of the summer. The **Hellraiser** CD-ROM titled "**Virtual Hell**" will be released in early 1996.

Movies to ROM: **Disney** will be releasing a CD-ROM game based on their upcoming **Pocahontas** movie. **Johnny Mnemonic** (staring **Keanu Reeves**) has its own spin-off game that we've heard is pretty hot. Look for a **Planet of the Apes** disc to be released shortly after the remake of the movie is released next year. There is also a **Clint Eastwood** CD-ROM in the works.

Word has it that **Wing Commander IV** is already being shot with **Mark Hamill**. No big surprise since **WC III** has sold almost half a million units.

Movies based on hackers and the Internet: **Columbia Pictures** is developing "**The Net**" starring **Sandra Bullock** (un huh, she's that **Speed** girl). Sandra is a nerdy systems analyst who accidentally trips her way into a into a murder plot. No word on a CD-ROM. We hear **Disney** is working on "f2f" (face to face), a movie about a serial killer who stalks his victims on online services. **United Artists** is supposedly working on "**Hackers**" about a group of framed computer hackers who must clear their names.

Virgin Interactive Entertainment is releasing The **Daedalus Encounter** starring **Wayne's World** babe, **Tia Carrere**. It should be along the lines of **Under a Killing Moon** in terms of gameplay. You investigate environments for clues over a couple of days, and enjoy cool cut-scenes.

Laennane Communications Ltd., a California-based media company, are producing "**Black Sun**," in which users explore a derelict colony station in the year 2531. They are also working on "**A.I. Wonderland**" which is being billed as an cyber-fairy tale.

Spectrum HoloByte, Inc. is releasing a PC CD-ROM based on the film **Top Gun**. It will star **James Tolkan** (Hondo from **Top Gun**) and **Julie Carmen** (Nina on the series **Dream On**).

Good news for those of you who were weirded out by **Freak Show**. **The Residents** have come out with the sequel to their acclaimed disc. It's the first title from Inscape, a mulitmedia unit backed by heavyweights **HBO** and **Time Warner**.

Time Warner has also recently created a division to develop CD-ROMs based on its **Looney Tunes** cartoons. **Tazmanian** screen saver—excellent.

Do you remember the old **Hanna Barbera** cartoon, **Catch That Pigeon**, well **Future Pirates** teamed with **Hanna Barbera** to bring **Snidley Whiplash** to your PC. **Wacky Races**, an interactive digital film that creates a 3D cartoon world will be available for Mac, IBM and 3DO.

CyberSurfer went to see the new 30 minute interactive movie that's not for home viewing. **Mr. Payback**, a revenge comedy, can only be seen in special theaters that have been equipped with these three button joysticks gizmos that control the plot of the movie. **Mr. Payback** was nothing great, but it was kind of cool to see onscreen counters registering hundreds of responses from the wildly excited crowd. And at 5 bucks for two screenings, it was worth it.

Magazines on disc: **Marinex Multimedia** is releasing "**Trouble & Attitude, the Multimedia Magazine for Men**." a CD-ROM-based magazine. For $9.95 the "digital elite" will get the latest fashion, food and technology information.

Barry Wine, legendary owner and chef of the famed **Quilted Giraffe** restaurant, is opening his own city. But don't call your real estate broker yet, it's going to be on the Internet. Users will be able to surf from restaurant to restaurant—picking up recipes, not to mention dates—all from the comfort of their desktop.

Next issue, **CyberSurfer** will feature **Bob Dylan: Highway 61 Interactive**, **NASCAR** racing with **Thrustmaster's** controls, **LucasArts' Dark Forces**, **Magic Carpet**, **Rise of the Triad**, online gaming services, the pinball revival, expanded **World Wide Web** coverage, a visit to the American **Museum of the Moving Image's** Interactive Media wing, **Marathon**—a step beyond **Doom** for the Mac, **Scottie Pippen's Slam City** and news about the **Microsoft Network**. •

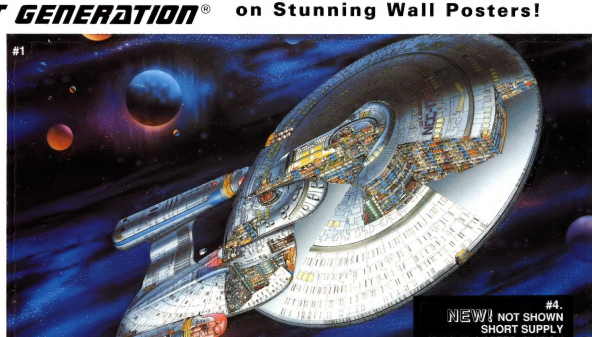
STAR TREK THE NEXT GENERATION®

CUTAWAY POSTERS

A Treasure-Trove of Information on Stunning Wall Posters!

NEW!
A cutaway of the U.S.S. ENTERPRISE,™ set against a space background, specifically created by award-winning illustrator Brian Sauriot. The gaseous cloud was inspired by the Mutura Nebula while the planets are of a type never before encountered. 36" x 24". $12.95.

#1



#2
NEW! **A smaller version of the U.S.S. ENTERPRISE NCC-1701-D poster (below) is now available. Same detail, same quality, but available in 36" x 24" size. $10.95.**

#4.
NEW! **NOT SHOWN SHORT SUPPLY SPECIAL LIMITED EDITION PRINT : A collector's edition! Printed on premium acid-free 110-lb Eloquence stock, signed and numbered by designer/illustrator, Christopher Cushman. (48" x 25.5") $40.00**

#3

More than 2 1/2 years were spent creating this cutaway poster to ensure accuracy. Contains little-known details and 120 callouts on the Engine Propulsion, Tactical Defense, Navigation, Computer and Command Systems of the U.S.S. ENTERPRISE™ NCC-1701-D. Poster art electronically enhanced and color-corrected on the new Kodak Premier System to match original art prior to printing. This poster (25 1/2" x 48") will be printed on 100 lb. white paper stock and shipped in a tube.

TM,® &©, 1994 PARAMOUNT PICTURES ALL RIGHTS RESERVED. STAR TREK ® is a registered trademark of Paramount Pictures. JDT Associates Inc. authorized user.

CUTAWAY POSTERS

Please indicate quantity being ordered.

#1___ **U.S.S. ENTERPRISE** with Space Background **(NEW!)** (36"X 24") $12.95

#2___ **U.S.S. ENTERPRISE NCC-1701-D (NEW!)** (36" X 24") $10.95

#3___ **U.S.S. ENTERPRISE NCC-1701-D** (48" x 25.5") $19.95

#4___ **SPECIAL LIMITED EDITION (NEW!)** (48" x 25.5") $40.00

Send cash, check or money order payable to:
STARLOG PRESS
475 Park Avenue South
New York, NY 10016

Method of Payment:
❑ Check ❑ Money Order ❑ Cash
❑ MasterCard ❑ Visa ❑ Discover

Account No.)
Card Expiration Date:___/____ (Mo./Yr.)

Add postage & handling charges: USA $5.50: CANADA $8. Canadian residents add 10% sales tax. U.S. funds only. Sorry no overseas orders.

Print Name as it appears on your card

Street

State City Zip

Your Signature

If you do not want to cut out coupon, we accept written orders. Please allow 4 to 6 weeks for delivery.

THE SOUND OF STAR TREK®!!

GNP Crescendo RECORDS

Two-time Emmy winner Dennis McCarthy's riveting score from the exciting new ***STAR TREK®*** *feature!*

STAR TREK® BOX SETS

GNPBX 3006
STAR TREK®: CLASSIC BOX SET
Volumes 1, 2, 3

VOL. 1: GNPD 8028
"The Cage"
"Where No Man Has Gone Before"

VOL. 2: GNPD 8025
"The Doomsday Machine"
"Amok Time"

VOL. 3: GNPD 8030
"Shore Leave"
"The Naked Time"

GNPBX 3007
STAR TREK®: THE NEXT GENERATION™ BOX SET
Volumes 1, 2, 3

VOL. 1: GNPD 8012
"Encounter At Farpoint"

VOL. 2: GNPD 8028
"The Best Of Both Worlds 1 & 2"

VOL. 3: GNPD 8031
"Yesterday's Enterprise"
"Unification 1 & 2"
"Hollow Pursuits"

AWARD WINNER!

GNPD 8006
ORIGINAL TV SOUNDTRACK
STAR TREK VOLUME ONE
"The Cage",
"Where No Man Has Gone Before"
Music by Alexander Courage

GNPD 8025
ORIGINAL TV SOUNDTRACK
STAR TREK VOLUME TWO
"The Doomsday Machine"
"Amok Time"
Music by Sol Kaplan and Gerald Fried

GNPD 8030
ORIGINAL TV SOUNDTRACK
STAR TREK VOLUME THREE
"Shore Leave" "The Naked Time"
Music by
Gerald Fried and Alexander Courage

GNPD 8010
STAR TREK
SOUND EFFECTS
69 original series sound effects

EMMY WINNER

GNPD 8034
ORIGINAL TV SOUNDTRACK
STAR TREK: DEEP SPACE NINE
"The Emissary"
Music By Dennis McCarthy

GNPD 8014
ORIGINAL TV SOUNDTRACK
STAR TREK:
THE NEXT GENERATION
"Encounter At Farpoint"
Music By Dennis McCarthy

AWARD WINNER!

GNPD 8026
ORIGINAL TV SOUNDTRACK
STAR TREK:
THE NEXT GENERATION
"The Best Of Both Worlds I & II"
Music By Ron Jones

EMMY WINNER

GNPD 8031
ORIGINAL TV SOUNDTRACK
STAR TREK:
THE NEXT GENERATION
"Yesterday's Enterprise"
"Unification" "Hollow Pursuits"
Music by Dennis McCarthy

GNPD 8022
ORIGINAL FILM SOUNDTRACK
STAR TREK II
THE WRATH OF KHAN
Music By James Horner

GNPD 8023
ORIGINAL FILM SOUNDTRACK
STAR TREK III
THE SEARCH FOR SPOCK
Music By James Horner

CASSETTES
$9.98 Ea.

COMPACT DISCS
$16.95 Ea.

BOX SETS
$49.95 Ea.

All albums Executive Produced by NEIL NORMAN

CASSETTE	C.D.	QUANTITY	PRICE	TOTAL
			Postage & Shipping	
			Pay this amount	

POSTAGE: U.S.- 2.00 Per Unit
CANADA - #3.00 Per Unit
Foreign -$5.00 Per Unit
Foreign orders send US funds only.

Send Cash, Check or Money Order to: STARLOG
475 Park Ave. South
New York, NY 11016 - FAX# (212) 889-7933

NAME _____

ADDRESS _____

CITY _____

STATE _____ ZIP _____

PHONE _____

DATE _____

Don't want to cut magazine? Write order on any plain piece of paper.

VISA/MASTERCARD# _____ Exp. Date _____

TM, ® & © 1994 Paramount Pictures
All Rights Reserved.
STAR TREK,
STAR TREK: THE NEXT GENERATION,
STAR TREK: GENERATIONS
and STAR TREK: DEEP SPACE NINE
are Trademarks of Paramount Pictures.
GNP/ Crescendo authorized user.

GNP Crescendo: The source for all STAR TREK® Original TV soundtracks!

Made with love by

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!